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Unique solved — syysongyuyang

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1.

2211A

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2.

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3.

2178A

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2154A

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2149B

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6.

2149A

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7.

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8.

2144A

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9.

1896A

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1901A

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11.

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13.

1890B

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20.

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27.

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28.

1837A

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30.

1834A

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31.

1844A

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32.

1836A

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33.

1845A

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34.

1847A

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35.

1802A

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36.

1806A

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37.

1798A

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38.

1805B

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1805A

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1814A

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41.

1790B

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42.

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1767B

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47.

1767A

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48.

1762A

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49.

1504A

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50.

1700A

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51.

1694A

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52.

1740A

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53.

1740B

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54.

1749A

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1717A

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56.

1722C

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1722B

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1721A

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59.

1722A

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60.

1715A

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61.

1699A

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62.

2178B

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66.

1606A

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67.

1555A

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68.

1535B

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69.

1837B

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70.

1848A

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71.

1845B

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72.

1806B

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73.

1808A

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74.

1777B

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75.

1771A

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76.

2154B

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77.

2144B

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78.

1894B

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79.

1877B

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80.

1613B

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81.

1499B

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82.

1476A

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83.

1473B

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84.

1469B

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85.

1469A

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86.

1837C

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87.

1841B

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88.

1834B

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89.

1844B

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90.

1847B

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91.

1802B

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92.

1798B

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93.

1790C

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94.

1770B

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95.

1770A

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96.

1721B

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97.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[syysongyuyang's solution](#)

98.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[syysongyuyang's solution](#)

99.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[syysongyuyang's solution](#)

100.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[syysongyuyang's solution](#)

101.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[syysongyuyang's solution](#)

102.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[syysongyuyang's solution](#)

103.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[syysongyuyang's solution](#)

104.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[syysongyuyang's solution](#)

105.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[syysongyuyang's solution](#)

106.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[syysongyuyang's solution](#)

107.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[syysongyuyang's solution](#)

108.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[syysongyuyang's solution](#)

109.

1700B

[Palindromic Numbers](#) · [Tutorial](#)

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[syysongyuyang's solution](#)

110.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · last AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[syysongyuyang's solution](#)

111.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,838 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[syysongyuyang's solution](#)

112.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[syysongyuyang's solution](#)

113.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[syysongyuyang's solution](#)

114.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[syysongyuyang's solution](#)

115.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[syysongyuyang's solution](#)

116.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[syysongyuyang's solution](#)

117.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings

[syysongyuyang's solution](#)

118.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-06 · last AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[syysongyuyang's solution](#)

119.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[syysongyuyang's solution](#)

120.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-28 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[syysongyuyang's solution](#)

121.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[syysongyuyang's solution](#)

122.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[syysongyuyang's solution](#)

123.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[syysongyuyang's solution](#)

124.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[syysongyuyang's solution](#)

125.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[syysongyuyang's solution](#)

126.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[syysongyuyang's solution](#)

127.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[syysongyuyang's solution](#)

128.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[syysongyuyang's solution](#)

129.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[syysongyuyang's solution](#)

130.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[syysongyuyang's solution](#)

131.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[syysongyuyang's solution](#)

132.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[syysongyuyang's solution](#)

133.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[syysongyuyang's solution](#)

134.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[syysongyuyang's solution](#)

135.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[syysongyuyang's solution](#)

136.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math,

number theory

[syysongyuyang's solution](#)

137.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[syysongyuyang's solution](#)

138.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[syysongyuyang's solution](#)

139.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[syysongyuyang's solution](#)

140.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[syysongyuyang's solution](#)

141.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[syysongyuyang's solution](#)

142.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[syysongyuyang's solution](#)

143.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[syysongyuyang's solution](#)

144.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[syysongyuyang's solution](#)

145.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[syysongyuyang's solution](#)

146.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[syysongyuyang's solution](#)

147.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[syysongyuyang's solution](#)

148.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[syysongyuyang's solution](#)

149.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[syysongyuyang's solution](#)

150.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[syysongyuyang's solution](#)

151.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings

[syysongyuyang's solution](#)

152.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[syysongyuyang's solution](#)

153.

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[syysongyuyang's solution](#)

154.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[syysongyuyang's solution](#)

155.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math

[syysongyuyang's solution](#)

156.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[syysongyuyang's solution](#)

157.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[syysongyuyang's solution](#)

158.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[syysongyuyang's solution](#)

159.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[syysongyuyang's solution](#)

160.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[syysongyuyang's solution](#)

161.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,725 global accepts · Rating: 1500 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[syysongyuyang's solution](#)

162.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[syysongyuyang's solution](#)

163.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[syysongyuyang's solution](#)

164.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[syysongyuyang's solution](#)

165.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[syysongyuyang's solution](#)

166.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[syysongyuyang's solution](#)

167.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[syysongyuyang's solution](#)

168.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[syysongyuyang's solution](#)

169.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[syysongyuyang's solution](#)

170.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[syysongyuyang's solution](#)

171.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[syysongyuyang's solution](#)

172.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[syysongyuyang's solution](#)

173.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[syysongyuyang's solution](#)

174.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[syysongyuyang's solution](#)

175.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[syysongyuyang's solution](#)

176.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[syysongyuyang's solution](#)

177.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[syysongyuyang's solution](#)

178.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[syysongyuyang's solution](#)

179.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[syysongyuyang's solution](#)

180.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[syysongyuyang's solution](#)

181.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[syysongyuyang's solution](#)

182.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[syysongyuyang's solution](#)

183.

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[syysongyuyang's solution](#)

184.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[syysongyuyang's solution](#)

185.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[syysongyuyang's solution](#)

186.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[syysongyuyang's solution](#)

187.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[syysongyuyang's solution](#)

188.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[syysongyuyang's solution](#)

189.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[syysongyuyang's solution](#)

190.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[syysongyuyang's solution](#)

191.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[syysongyuyang's solution](#)

192.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[syysongyuyang's solution](#)

193.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[syysongyuyang's solution](#)

194.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math
[syysongyuyang's solution](#)

195.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, sortings
[syysongyuyang's solution](#)

196.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[syysongyuyang's solution](#)

197.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[syysongyuyang's solution](#)

198.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[syysongyuyang's solution](#)

199.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
[syysongyuyang's solution](#)

200.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[syysongyuyang's solution](#)

201.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings
[syysongyuyang's solution](#)

202.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[syysongyuyang's solution](#)

203.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[syysongyuyang's solution](#)

204.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[syysongyuyang's solution](#)

205.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-07 · last AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[syysongyuyang's solution](#)

206.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[syysongyuyang's solution](#)

207.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[syysongyuyang's solution](#)

208.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[syysongyuyang's solution](#)

209.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[syysongyuyang's solution](#)

210.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[syysongyuyang's solution](#)

211.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[syysongyuyang's solution](#)

212.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[syysongyuyang's solution](#)

213.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[syysongyuyang's solution](#)

214.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[syysongyuyang's solution](#)

215.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[syysongyuyang's solution](#)

216.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[syysongyuyang's solution](#)

217.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[syysongyuyang's solution](#)

218.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[syysongyuyang's solution](#)

219.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[syysongyuyang's solution](#)

220.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[syysongyuyang's solution](#)

221.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[syysongyuyang's solution](#)

222.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[syysongyuyang's solution](#)

223.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[syysongyuyang's solution](#)

224.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[syysongyuyang's solution](#)

225.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[syysongyuyang's solution](#)

226.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[syysongyuyang's solution](#)

227.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[syysongyuyang's solution](#)

228.

1802D

[Buying gifts](#) · [Tutorial](#)

Quality: 1800 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[syysongyuyang's solution](#)

229.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[syysongyuyang's solution](#)

230.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities

[syysongyuyang's solution](#)

231.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[syysongyuyang's solution](#)

232.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[syysongyuyang's solution](#)

233.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[syysongyuyang's solution](#)

234.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[syysongyuyang's solution](#)

235.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[syysongyuyang's solution](#)

236.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[syysongyuyang's solution](#)

237.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[syysongyuyang's solution](#)

238.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[syysongyuyang's solution](#)

239.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[syysongyuyang's solution](#)

240.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[syysongyuyang's solution](#)

241.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[syysongyuyang's solution](#)

242.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[syysongyuyang's solution](#)

243.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[syysongyuyang's solution](#)

244.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[syysongyuyang's solution](#)

245.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[syysongyuyang's solution](#)

246.

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2023-05-21 · last AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[syysongyuyang's solution](#)

247.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force,

constructive algorithms, dfs and similar, graphs

[syysongyuyang's solution](#)

248.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[syysongyuyang's solution](#)

249.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[syysongyuyang's solution](#)

250.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[syysongyuyang's solution](#)

251.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[syysongyuyang's solution](#)

252.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[syysongyuyang's solution](#)

253.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[syysongyuyang's solution](#)

254.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[syysongyuyang's solution](#)

255.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[syysongyuyang's solution](#)

256.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[syysongyuyang's solution](#)

257.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sysongyuyang's solution](#)

258.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[sysongyuyang's solution](#)

259.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[sysongyuyang's solution](#)

260.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[sysongyuyang's solution](#)

261.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[sysongyuyang's solution](#)

262.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[sysongyuyang's solution](#)

263.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[sysongyuyang's solution](#)

264.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[sysongyuyang's solution](#)

265.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[sysongyuyang's solution](#)

266.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[sysongyuyang's solution](#)

267.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[syysongyuyang's solution](#)

268.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[syysongyuyang's solution](#)

269.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[syysongyuyang's solution](#)

270.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[syysongyuyang's solution](#)

271.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[syysongyuyang's solution](#)

272.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-29 · last AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[syysongyuyang's solution](#)

273.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[syysongyuyang's solution](#)

274.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-11-18 · last AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[syysongyuyang's solution](#)

275.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[syysongyuyang's solution](#)

276.

1896E

[Permutation Sorting](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[syysongyuyang's solution](#)

277.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[syysongyuyang's solution](#)

278.

1146D

[Frog Jumping](#) · Tutorial

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[syysongyuyang's solution](#)

279.

1265E

[Beautiful Mirrors](#) · Tutorial

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[syysongyuyang's solution](#)

280.

1322B

[Present](#) · Tutorial

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[syysongyuyang's solution](#)

281.

128B

[String](#) · Tutorial

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[syysongyuyang's solution](#)

282.

1606E

[Arena](#) · Tutorial

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[syysongyuyang's solution](#)

283.

1555E

[Boring Segments](#) · Tutorial

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[syysongyuyang's solution](#)

284.

1499D

[The Number of Pairs](#) · Tutorial

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[syysongyuyang's solution](#)

285.

703D

[Mishka and Interesting sum](#) · Tutorial

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2023-07-07 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[syysongyuyang's solution](#)

286.

1839D

[Ball Sorting](#) · Tutorial

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[syysongyuyang's solution](#)

287.

1207F

[Remainder Problem](#) · Tutorial

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data

structures, implementation
[syysongyuyang's solution](#)

288.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2023-04-21 · last AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[syysongyuyang's solution](#)

289.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[syysongyuyang's solution](#)

290.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[syysongyuyang's solution](#)

291.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[syysongyuyang's solution](#)

292.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[syysongyuyang's solution](#)

293.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[syysongyuyang's solution](#)

294.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[syysongyuyang's solution](#)

295.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[syysongyuyang's solution](#)

296.

1303E

[Erase Subsequences](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[syysongyuyang's solution](#)

297.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[syysongyuyang's solution](#)

298.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[syysongyuyang's solution](#)

299.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[syysongyuyang's solution](#)

300.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[syysongyuyang's solution](#)

301.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[syysongyuyang's solution](#)

302.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[syysongyuyang's solution](#)

303.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[syysongyuyang's solution](#)

304.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[syysongyuyang's solution](#)

305.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[syysongyuyang's solution](#)

306.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[syysongyuyang's solution](#)

307.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-18 · last AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[syysongyuyang's solution](#)

308.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-04-15 · last AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[syysongyuyang's solution](#)

309.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[syysongyuyang's solution](#)

310.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[syysongyuyang's solution](#)

311.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[syysongyuyang's solution](#)

312.

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[syysongyuyang's solution](#)

313.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-08-08 · last AC: 2024-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[syysongyuyang's solution](#)

314.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[syysongyuyang's solution](#)

315.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[syysongyuyang's solution](#)

316.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[syysongyuyang's solution](#)

317.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[syysongyuyang's solution](#)

318.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[syysongyuyang's solution](#)

319.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[syysongyuyang's solution](#)

320.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[syysongyuyang's solution](#)

321.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[syysongyuyang's solution](#)

322.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[syysongyuyang's solution](#)

323.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[syysongyuyang's solution](#)

324.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[syysongyuyang's solution](#)

325.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[syysongyuyang's solution](#)

326.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[syysongyuyang's solution](#)

327.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math,

number theory, probabilities
[syysongyuyang's solution](#)

328.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[syysongyuyang's solution](#)

329.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[syysongyuyang's solution](#)

330.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[syysongyuyang's solution](#)

331.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[syysongyuyang's solution](#)

332.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[syysongyuyang's solution](#)

333.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[syysongyuyang's solution](#)

334.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[syysongyuyang's solution](#)

335.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[syysongyuyang's solution](#)

336.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[syysongyuyang's solution](#)

337.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[syysongyuyang's solution](#)

338.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[syysongyuyang's solution](#)

339.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[syysongyuyang's solution](#)

340.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[syysongyuyang's solution](#)

341.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[syysongyuyang's solution](#)

342.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[syysongyuyang's solution](#)

343.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[syysongyuyang's solution](#)

344.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[syysongyuyang's solution](#)

345.

1620G

[Subsequences Galore](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[syysongyuyang's solution](#)

346.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[syysongyuyang's solution](#)

347.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[syysongyuyang's solution](#)

348.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[syysongyuyang's solution](#)

349.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[syysongyuyang's solution](#)

350.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[syysongyuyang's solution](#)

351.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[syysongyuyang's solution](#)

352.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[syysongyuyang's solution](#)

353.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[syysongyuyang's solution](#)

354.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[syysongyuyang's solution](#)

355.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[syysongyuyang's solution](#)

356.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[syysongyuyang's solution](#)

357.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-06-01 · last AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[syysongyuyang's solution](#)

358.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-07 · last AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[syysongyuyang's solution](#)

359.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[syysongyuyang's solution](#)

360.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[syysongyuyang's solution](#)

361.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[syysongyuyang's solution](#)

362.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[syysongyuyang's solution](#)

363.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[syysongyuyang's solution](#)

364.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[syysongyuyang's solution](#)

365.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[syysongyuyang's solution](#)

366.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[syysongyuyang's solution](#)

367.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[syysongyuyang's solution](#)

368.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

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369.

433E

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370.

997C

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Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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371.

1896F

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Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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372.

1416D

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373.

1523E

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Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

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374.

1278F

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Quality: 2,501 global accepts · Rating: 2600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

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375.

235E

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Quality: 886 global accepts · Rating: 2600 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

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376.

241E

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377.

1815D

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378.

622F

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379.

1835C

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Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-13 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

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380.

1827C

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Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

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381.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

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382.

940F

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Quality: 3,379 global accepts · Rating: 2600 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[syysongyuyang's solution](#)

383.

1836E

[Twin Clusters](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, meet-in-the-middle, probabilities

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384.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

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385.

1109E

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386.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing

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387.

1515G

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388.

1801F

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Quality: 746 global accepts · Rating: 2700 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[syysongyuyang's solution](#)

389.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[syysongyuyang's solution](#)

390.

1817D

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Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

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391.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[syysongyuyang's solution](#)

392.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2023-07-08 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[syysongyuyang's solution](#)

393.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[syysongyuyang's solution](#)

394.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

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395.

280D

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396.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[syysongyuyang's solution](#)

397.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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398.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[syysongyuyang's solution](#)

399.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-11-22 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[syysongyuyang's solution](#)

400.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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401.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2023-09-21 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: flows

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402.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[syysongyuyang's solution](#)

403.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[syysongyuyang's solution](#)

404.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[syysongyuyang's solution](#)

405.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2023-10-19 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[syysongyuyang's solution](#)

406.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2023-11-01 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[syysongyuyang's solution](#)

407.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[syysongyuyang's solution](#)

408.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-08-28 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[syysongyuyang's solution](#)

409.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[syysongyuyang's solution](#)

410.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[syysongyuyang's solution](#)

411.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[syysongyuyang's solution](#)

412.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2023-09-21 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[syysongyuyang's solution](#)

413.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[syysongyuyang's solution](#)

414.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[syysongyuyang's solution](#)

415.

2222D

[Permutation Construction](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[sysongyuyang's solution](#)

416.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[sysongyuyang's solution](#)

417.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sysongyuyang's solution](#)

418.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,012 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[sysongyuyang's solution](#)