

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

# Unique solved — syzf2222

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 899

1.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[syzf2222's solution](#)

2.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[syzf2222's solution](#)

3.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[syzf2222's solution](#)

4.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[syzf2222's solution](#)

5.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[syzf2222's solution](#)

6.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[syzf2222's solution](#)

7.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[syzf2222's solution](#)

8.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[syzf2222's solution](#)

9.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[syzf2222's solution](#)

**10.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[syzf2222's solution](#)

**11.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[syzf2222's solution](#)

**12.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[syzf2222's solution](#)

**13.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings  
[syzf2222's solution](#)

**14.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[syzf2222's solution](#)

**15.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[syzf2222's solution](#)

**16.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[syzf2222's solution](#)

**17.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[syzf2222's solution](#)

**18.**

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[syzf2222's solution](#)

**19.**

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 800 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[syzf2222's solution](#)

**20.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[syzf2222's solution](#)

**21.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[syzf2222's solution](#)

**22.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings  
[syzf2222's solution](#)

**23.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[syzf2222's solution](#)

**24.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings  
[syzf2222's solution](#)

**25.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[syzf2222's solution](#)

**26.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
[syzf2222's solution](#)

**27.**

1372A

[Omkar and Completion](#) · [Tutorial](#)

Quality: 33,481 global accepts · Rating: 800 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[syzf2222's solution](#)

**28.**

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[syzf2222's solution](#)

**29.**

1400A

[String Similarity](#) · [Tutorial](#)

Quality: 27,967 global accepts · Rating: 800 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings  
[syzf2222's solution](#)

**30.**

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[syzf2222's solution](#)

**31.**

1617A

[Forbidden Subsequence](#) · [Tutorial](#)

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[syzf2222's solution](#)

**32.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[syzf2222's solution](#)

**33.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[syzf2222's solution](#)

**34.**

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[syzf2222's solution](#)

**35.**

1392A

[Omkar and Password](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 800 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[syzf2222's solution](#)

**36.**

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[syzf2222's solution](#)

**37.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[syzf2222's solution](#)

**38.**

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[syzf2222's solution](#)

**39.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[syzf2222's solution](#)

**40.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[syzf2222's solution](#)

**41.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[syzf2222's solution](#)

42.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math  
[syzf2222's solution](#)

43.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: greedy, implementation  
[syzf2222's solution](#)

44.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: math, number theory  
[syzf2222's solution](#)

45.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: greedy, math  
[syzf2222's solution](#)

46.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: implementation, math  
[syzf2222's solution](#)

47.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[syzf2222's solution](#)

48.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: math  
[syzf2222's solution](#)

49.

1433B

[Yet Another Bookshelf](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: greedy, implementation  
[syzf2222's solution](#)

50.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,647 global accepts · Rating: 800 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: implementation, math  
[syzf2222's solution](#)

51.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[syzf2222's solution](#)

52.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers  
[syzf2222's solution](#)

**53.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[syzf2222's solution](#)

**54.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[syzf2222's solution](#)

**55.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: math  
[syzf2222's solution](#)

**56.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[syzf2222's solution](#)

**57.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[syzf2222's solution](#)

**58.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: math  
[syzf2222's solution](#)

**59.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[syzf2222's solution](#)

**60.**

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**61.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[syzf2222's solution](#)

**62.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings  
[syzf2222's solution](#)

**63.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[syzf2222's solution](#)

64.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings  
[syzf2222's solution](#)

65.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,329 global accepts · Rating: 900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, math  
[syzf2222's solution](#)

66.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[syzf2222's solution](#)

67.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[syzf2222's solution](#)

68.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation  
[syzf2222's solution](#)

69.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[syzf2222's solution](#)

70.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games  
[syzf2222's solution](#)

71.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[syzf2222's solution](#)

72.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[syzf2222's solution](#)

73.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory  
[syzf2222's solution](#)

74.

1770B

[Koxia and Permutation](#) · [Tutorial](#)

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[syzf2222's solution](#)

**75.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[syzf2222's solution](#)

**76.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[syzf2222's solution](#)

**77.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[syzf2222's solution](#)

**78.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[syzf2222's solution](#)

**79.**

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[syzf2222's solution](#)

**80.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[syzf2222's solution](#)

**81.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[syzf2222's solution](#)

**82.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[syzf2222's solution](#)

**83.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,894 global accepts · Rating: 1100 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[syzf2222's solution](#)

**84.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[syzf2222's solution](#)

**85.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math  
[syzf2222's solution](#)

**86.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[syzf2222's solution](#)

**87.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[syzf2222's solution](#)

**88.**

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[syzf2222's solution](#)

**89.**

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[syzf2222's solution](#)

**90.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, math  
[syzf2222's solution](#)

**91.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math  
[syzf2222's solution](#)

**92.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · last AC: 2020-04-11 · GNU C++11 (first AC) · Tags: greedy, sortings  
[syzf2222's solution](#)

**93.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-03 · last AC: 2020-04-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[syzf2222's solution](#)

**94.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: math  
[syzf2222's solution](#)

**95.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math  
[syzf2222's solution](#)

**96.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[syzf2222's solution](#)

**97.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[syzf2222's solution](#)

**98.**

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**99.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings  
[syzf2222's solution](#)

**100.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[syzf2222's solution](#)

**101.**

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[syzf2222's solution](#)

**102.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings  
[syzf2222's solution](#)

**103.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[syzf2222's solution](#)

**104.**

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar  
[syzf2222's solution](#)

**105.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-11 · last AC: 2020-04-11 · GNU C++11 (first AC) · Tags: implementation, math  
[syzf2222's solution](#)

**106.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[syzf2222's solution](#)

**107.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math  
[syzf2222's solution](#)

**108.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math  
[syzf2222's solution](#)

**109.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[syzf2222's solution](#)

**110.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[syzf2222's solution](#)

**111.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[syzf2222's solution](#)

**112.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[syzf2222's solution](#)

**113.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[syzf2222's solution](#)

**114.**

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math  
[syzf2222's solution](#)

**115.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings  
[syzf2222's solution](#)

**116.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[syzf2222's solution](#)

**117.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[syzf2222's solution](#)

**118.**

1381A1

[Prefix Flip \(Easy Version\) · Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[syzf2222's solution](#)

**119.**

1617C

[Paprika and Permutation · Tutorial](#)

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[syzf2222's solution](#)

**120.**

1603A

[Di-visible Confusion · Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[syzf2222's solution](#)

**121.**

1601A

[Array Elimination · Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[syzf2222's solution](#)

**122.**

1574C

[Slay the Dragon · Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[syzf2222's solution](#)

**123.**

1307B

[Cow and Friend · Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[syzf2222's solution](#)

**124.**

1443B

[Saving the City · Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[syzf2222's solution](#)

**125.**

1433E

[Two Round Dances · Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[syzf2222's solution](#)

**126.**

2034C

[Trapped in the Witch's Labyrinth · Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[syzf2222's solution](#)

**127.**

1896C

[Matching Arrays · Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[syzf2222's solution](#)

**128.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[syzf2222's solution](#)

**129.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[syzf2222's solution](#)

**130.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[syzf2222's solution](#)

**131.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[syzf2222's solution](#)

**132.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[syzf2222's solution](#)

**133.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[syzf2222's solution](#)

**134.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[syzf2222's solution](#)

**135.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[syzf2222's solution](#)

**136.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[syzf2222's solution](#)

**137.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[syzf2222's solution](#)

**138.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[syzf2222's solution](#)

**139.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[syzf2222's solution](#)

**140.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[syzf2222's solution](#)

**141.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[syzf2222's solution](#)

**142.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[syzf2222's solution](#)

**143.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[syzf2222's solution](#)

**144.**

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-03 · last AC: 2020-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[syzf2222's solution](#)

**145.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[syzf2222's solution](#)

**146.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[syzf2222's solution](#)

**147.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[syzf2222's solution](#)

**148.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[syzf2222's solution](#)

**149.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[syzf2222's solution](#)

**150.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[syzf2222's solution](#)

**151.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[syzf2222's solution](#)

**152.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[syzf2222's solution](#)

**153.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[syzf2222's solution](#)

**154.**

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[syzf2222's solution](#)

**155.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[syzf2222's solution](#)

**156.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[syzf2222's solution](#)

**157.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[syzf2222's solution](#)

**158.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[syzf2222's solution](#)

**159.**

1372C

[Omkar and Baseball](#) · [Tutorial](#)

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[syzf2222's solution](#)

**160.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math  
[syzf2222's solution](#)

**161.**

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy  
[syzf2222's solution](#)

**162.**

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math  
[syzf2222's solution](#)

**163.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[syzf2222's solution](#)

**164.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[syzf2222's solution](#)

**165.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings  
[syzf2222's solution](#)

**166.**

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[syzf2222's solution](#)

**167.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,207 global accepts · Rating: 1500 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dfs and similar  
[syzf2222's solution](#)

**168.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics  
[syzf2222's solution](#)

**169.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees  
[syzf2222's solution](#)

**170.**

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: data structures, dsu  
[syzf2222's solution](#)

**171.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[syzf2222's solution](#)

**172.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[syzf2222's solution](#)

**173.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[syzf2222's solution](#)

**174.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers  
[syzf2222's solution](#)

**175.**

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[syzf2222's solution](#)

**176.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[syzf2222's solution](#)

**177.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp  
[syzf2222's solution](#)

**178.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math  
[syzf2222's solution](#)

**179.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings  
[syzf2222's solution](#)

**180.**

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[syzf2222's solution](#)

**181.**

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[syzf2222's solution](#)

**182.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[syzf2222's solution](#)

**183.**

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers  
[syzf2222's solution](#)

**184.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[syzf2222's solution](#)

**185.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math  
[syzf2222's solution](#)

**186.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: greedy, hashing, strings  
[syzf2222's solution](#)

**187.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2021-01-30 · last AC: 2021-01-30 · GNU C++11 (first AC) · Tags: hashing, strings  
[syzf2222's solution](#)

**188.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[syzf2222's solution](#)

**189.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[syzf2222's solution](#)

**190.**

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2020-11-24 · last AC: 2020-11-24 · GNU C++11 (first AC) · Tags: math

[syzf2222's solution](#)

**191.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: probabilities

[syzf2222's solution](#)

**192.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-11 · last AC: 2020-04-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[syzf2222's solution](#)

**193.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[syzf2222's solution](#)

**194.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[syzf2222's solution](#)

**195.**

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[syzf2222's solution](#)

**196.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[syzf2222's solution](#)

**197.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[syzf2222's solution](#)

**198.**

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy  
[syzf2222's solution](#)

**199.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[syzf2222's solution](#)

**200.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math  
[syzf2222's solution](#)

**201.**

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp  
[syzf2222's solution](#)

**202.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[syzf2222's solution](#)

**203.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers  
[syzf2222's solution](#)

**204.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[syzf2222's solution](#)

**205.**

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[syzf2222's solution](#)

**206.**

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers  
[syzf2222's solution](#)

**207.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[syzf2222's solution](#)

**208.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math  
[syzf2222's solution](#)

**209.**

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: dp, sortings  
[syzf2222's solution](#)

**210.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: games, geometry, math  
[syzf2222's solution](#)

**211.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees  
[syzf2222's solution](#)

**212.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers  
[syzf2222's solution](#)

**213.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: dp  
[syzf2222's solution](#)

**214.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[syzf2222's solution](#)

**215.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings  
[syzf2222's solution](#)

**216.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees  
[syzf2222's solution](#)

**217.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings  
[syzf2222's solution](#)

**218.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[syzf2222's solution](#)

**219.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[syzf2222's solution](#)

**220.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[syzf2222's solution](#)

**221.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[syzf2222's solution](#)

**222.**

1637D

[Yet Another Minimization Problem](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[syzf2222's solution](#)

**223.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[syzf2222's solution](#)

**224.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[syzf2222's solution](#)

**225.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[syzf2222's solution](#)

**226.**

482B

[Interesting Array](#) · [Tutorial](#)

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[syzf2222's solution](#)

**227.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[syzf2222's solution](#)

**228.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[syzf2222's solution](#)

**229.**

1552D

[Array Differentiation](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[syzf2222's solution](#)

**230.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2021-03-19 · last AC: 2021-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[syzf2222's solution](#)

**231.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2021-02-02 · last AC: 2021-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[syzf2222's solution](#)

**232.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dp

[syzf2222's solution](#)

**233.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[syzf2222's solution](#)

**234.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[syzf2222's solution](#)

**235.**

1443D

[Extreme Subtraction](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, math

[syzf2222's solution](#)

**236.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[syzf2222's solution](#)

**237.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-11 · last AC: 2020-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[syzf2222's solution](#)

**238.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[syzf2222's solution](#)

**239.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[syzf2222's solution](#)

**240.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[syzf2222's solution](#)

**241.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[syzf2222's solution](#)

**242.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[syzf2222's solution](#)

**243.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[syzf2222's solution](#)

**244.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[syzf2222's solution](#)

**245.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[syzf2222's solution](#)

**246.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[syzf2222's solution](#)

**247.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[syzf2222's solution](#)

**248.**

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[syzf2222's solution](#)

**249.**

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[syzf2222's solution](#)

**250.**

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[syzf2222's solution](#)

**251.**

1264B

[Beautiful Sequence](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[syzf2222's solution](#)

**252.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[syzf2222's solution](#)

**253.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[syzf2222's solution](#)

**254.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[syzf2222's solution](#)

**255.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[syzf2222's solution](#)

**256.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

[syzf2222's solution](#)

**257.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2021-04-26 · last AC: 2021-04-26 · GNU C++11 (first AC) · Tags: data structures, dp

[syzf2222's solution](#)

**258.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2020-11-28 · last AC: 2020-11-28 · GNU C++11 (first AC) · Tags: data structures, number theory

[syzf2222's solution](#)

**259.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2020-11-28 · last AC: 2020-11-28 · GNU C++11 (first AC) · Tags: data structures

[syzf2222's solution](#)

**260.**

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[syzf2222's solution](#)

**261.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2020-11-04 · last AC: 2020-11-04 · GNU C++11 (first AC) · Tags: dp

[syzf2222's solution](#)

**262.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-25 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[syzf2222's solution](#)

**263.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[syzf2222's solution](#)

**264.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[syzf2222's solution](#)

**265.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: dp

[syzf2222's solution](#)

**266.**

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[syzf2222's solution](#)

**267.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2020-03-12 · last AC: 2020-03-12 · GNU C++11 (first AC) · Tags: data structures, trees

[syzf2222's solution](#)

**268.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2020-03-12 · last AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[syzf2222's solution](#)

**269.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[syzf2222's solution](#)

**270.**

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, number theory  
[syzf2222's solution](#)

**271.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation  
[syzf2222's solution](#)

**272.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[syzf2222's solution](#)

**273.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[syzf2222's solution](#)

**274.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[syzf2222's solution](#)

**275.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[syzf2222's solution](#)

**276.**

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[syzf2222's solution](#)

**277.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths  
[syzf2222's solution](#)

**278.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[syzf2222's solution](#)

**279.**

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[syzf2222's solution](#)

**280.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[syzf2222's solution](#)

**281.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[syzf2222's solution](#)

**282.**

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[syzf2222's solution](#)

**283.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[syzf2222's solution](#)

**284.**

1588B

[Guess the Permutation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[syzf2222's solution](#)

**285.**

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[syzf2222's solution](#)

**286.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[syzf2222's solution](#)

**287.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2021-07-27 · last AC: 2021-07-27 · GNU C++11 (first AC) · Tags: \*special, data structures

[syzf2222's solution](#)

**288.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2021-06-24 · last AC: 2021-06-24 · GNU C++11 (first AC) · Tags: math, number theory

[syzf2222's solution](#)

**289.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2021-06-23 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: binary search, greedy

[syzf2222's solution](#)

**290.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[syzf2222's solution](#)

**291.**

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[syzf2222's solution](#)

**292.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2021-04-22 · last AC: 2021-04-22 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[syzf2222's solution](#)

**293.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2021-02-19 · last AC: 2021-02-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[syzf2222's solution](#)

**294.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2020-11-26 · last AC: 2020-11-26 · GNU C++11 (first AC) · Tags: binary search, data structures

[syzf2222's solution](#)

**295.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[syzf2222's solution](#)

**296.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[syzf2222's solution](#)

**297.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2020-11-14 · last AC: 2020-11-14 · GNU C++11 (first AC) · Tags: dp

[syzf2222's solution](#)

**298.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[syzf2222's solution](#)

**299.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: combinatorics, dp

[syzf2222's solution](#)

**300.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[syzf2222's solution](#)

**301.**

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[syzf2222's solution](#)

**302.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[syzf2222's solution](#)

**303.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[syzf2222's solution](#)

**304.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[syzf2222's solution](#)

**305.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[syzf2222's solution](#)

**306.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[syzf2222's solution](#)

**307.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[syzf2222's solution](#)

**308.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[syzf2222's solution](#)

**309.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[syzf2222's solution](#)

**310.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[syzf2222's solution](#)

**311.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[syzf2222's solution](#)

**312.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[syzf2222's solution](#)

**313.**

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[syzf2222's solution](#)

**314.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[syzf2222's solution](#)

**315.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy

[syzf2222's solution](#)

**316.**

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, ternary search

[syzf2222's solution](#)

**317.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[syzf2222's solution](#)

**318.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[syzf2222's solution](#)

**319.**

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[syzf2222's solution](#)

**320.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[syzf2222's solution](#)

**321.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees  
[syzf2222's solution](#)

**322.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[syzf2222's solution](#)

**323.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings  
[syzf2222's solution](#)

**324.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: data structures  
[syzf2222's solution](#)

**325.**

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2021-04-29 · last AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp, two pointers  
[syzf2222's solution](#)

**326.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2020-12-04 · last AC: 2020-12-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[syzf2222's solution](#)

**327.**

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[syzf2222's solution](#)

**328.**

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths  
[syzf2222's solution](#)

**329.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[syzf2222's solution](#)

**330.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2020-11-05 · last AC: 2020-11-05 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers  
[syzf2222's solution](#)

**331.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: dp, geometry  
[syzf2222's solution](#)

**332.**

1077F2

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

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: data structures, dp  
[syzf2222's solution](#)

**333.**

665E

[Beautiful Subarrays](#) · [Tutorial](#)

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees  
[syzf2222's solution](#)

**334.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths  
[syzf2222's solution](#)

**335.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2020-06-18 · last AC: 2020-06-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[syzf2222's solution](#)

**336.**

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2020-05-03 · last AC: 2020-05-03 · GNU C++11 (first AC) · Tags: data structures, dsu, trees  
[syzf2222's solution](#)

**337.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[syzf2222's solution](#)

**338.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings  
[syzf2222's solution](#)

**339.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[syzf2222's solution](#)

**340.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[syzf2222's solution](#)

**341.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[syzf2222's solution](#)

**342.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[syzf2222's solution](#)

**343.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[syzf2222's solution](#)

**344.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[syzf2222's solution](#)

**345.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[syzf2222's solution](#)

**346.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[syzf2222's solution](#)

**347.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[syzf2222's solution](#)

**348.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[syzf2222's solution](#)

**349.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[syzf2222's solution](#)

**350.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[syzf2222's solution](#)

**351.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[syzf2222's solution](#)

**352.**

1552F

[Telepaniting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-28 · last AC: 2021-08-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[syzf2222's solution](#)

**353.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2021-06-23 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[syzf2222's solution](#)

**354.**

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2021-04-29 · last AC: 2021-04-29 · GNU C++11 (first AC) · Tags: data structures

[syzf2222's solution](#)

**355.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2021-04-22 · last AC: 2021-04-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[syzf2222's solution](#)

**356.**

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[syzf2222's solution](#)

**357.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[syzf2222's solution](#)

**358.**

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[syzf2222's solution](#)

**359.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[syzf2222's solution](#)

**360.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2020-11-05 · last AC: 2020-11-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[syzf2222's solution](#)

**361.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[syzf2222's solution](#)

**362.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: dp, strings

[syzf2222's solution](#)

**363.**

785E

[Anton and Permutation](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: brute force, data structures

[syzf2222's solution](#)

**364.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: data structures

[syzf2222's solution](#)

**365.**

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2020-10-18 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: data structures

[syzf2222's solution](#)

**366.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2020-03-17 · last AC: 2020-03-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[syzf2222's solution](#)

**367.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2020-03-13 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[syzf2222's solution](#)

**368.**

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[syzf2222's solution](#)

**369.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[syzf2222's solution](#)

**370.**

1610E

[AmShZ and G.O.A.T. · Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[syzf2222's solution](#)

**371.**

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[syzf2222's solution](#)

**372.**

515E

[Drazil and Park · Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[syzf2222's solution](#)

**373.**

1654E

[Arithmetic Operations · Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[syzf2222's solution](#)

**374.**

1614D2

[Divan and Kostomuksha \(hard version\) · Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[syzf2222's solution](#)

**375.**

1553F

[Pairwise Modulo · Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[syzf2222's solution](#)

**376.**

1628C

[Grid Xor · Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[syzf2222's solution](#)

**377.**

1404C

[Fixed Point Removal · Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[syzf2222's solution](#)

**378.**

1394B

[Boboniu Walks on Graph · Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[syzf2222's solution](#)

**379.**

1495C

[Garden of the Sun · Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[syzf2222's solution](#)

**380.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy  
[syzf2222's solution](#)

**381.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures  
[syzf2222's solution](#)

**382.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory  
[syzf2222's solution](#)

**383.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[syzf2222's solution](#)

**384.**

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings  
[syzf2222's solution](#)

**385.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory  
[syzf2222's solution](#)

**386.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[syzf2222's solution](#)

**387.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-27 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[syzf2222's solution](#)

**388.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-07-25 · last AC: 2021-07-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees  
[syzf2222's solution](#)

**389.**

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2021-07-18 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: dp, fft

[syzf2222's solution](#)

**390.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-07-13 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[syzf2222's solution](#)

**391.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2021-02-04 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: data structures, flows, hashing

[syzf2222's solution](#)

**392.**

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2021-02-01 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: data structures, math

[syzf2222's solution](#)

**393.**

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-01-27 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: string suffix structures

[syzf2222's solution](#)

**394.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-01-27 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: string suffix structures

[syzf2222's solution](#)

**395.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: games

[syzf2222's solution](#)

**396.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2020-11-26 · last AC: 2020-11-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[syzf2222's solution](#)

**397.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2020-11-24 · last AC: 2020-11-24 · GNU C++11 (first AC) · Tags: data structures, trees

[syzf2222's solution](#)

**398.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-23 · last AC: 2020-11-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[syzf2222's solution](#)

**399.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: flows

[syzf2222's solution](#)

**400.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: binary search, data structures, trees  
[syzf2222's solution](#)

**401.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths  
[syzf2222's solution](#)

**402.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle  
[syzf2222's solution](#)

**403.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: data structures, dsu, trees  
[syzf2222's solution](#)

**404.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2020-03-27 · last AC: 2020-03-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[syzf2222's solution](#)

**405.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs  
[syzf2222's solution](#)

**406.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math  
[syzf2222's solution](#)

**407.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees  
[syzf2222's solution](#)

**408.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs  
[syzf2222's solution](#)

**409.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers  
[syzf2222's solution](#)

**410.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings  
[syzf2222's solution](#)

**411.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[syzf2222's solution](#)

**412.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees  
[syzf2222's solution](#)

**413.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[syzf2222's solution](#)

**414.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees  
[syzf2222's solution](#)

**415.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[syzf2222's solution](#)

**416.**

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities  
[syzf2222's solution](#)

**417.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry  
[syzf2222's solution](#)

**418.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees  
[syzf2222's solution](#)

**419.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[syzf2222's solution](#)

**420.**

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[syzf2222's solution](#)

**421.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[syzf2222's solution](#)

**422.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[syzf2222's solution](#)

**423.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[syzf2222's solution](#)

**424.**

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2022-02-06 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[syzf2222's solution](#)

**425.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-02-08 · last AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[syzf2222's solution](#)

**426.**

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2022-01-26 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[syzf2222's solution](#)

**427.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[syzf2222's solution](#)

**428.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[syzf2222's solution](#)

**429.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[syzf2222's solution](#)

**430.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[syzf2222's solution](#)

**431.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[syzf2222's solution](#)

**432.**

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math

[syzf2222's solution](#)

**433.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[syzf2222's solution](#)

**434.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[syzf2222's solution](#)

**435.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[syzf2222's solution](#)

**436.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[syzf2222's solution](#)

**437.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[syzf2222's solution](#)

**438.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[syzf2222's solution](#)

**439.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[syzf2222's solution](#)

**440.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[syzf2222's solution](#)

**441.**

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[syzf2222's solution](#)

**442.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-08-09 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[syzf2222's solution](#)

**443.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-07-19 · last AC: 2021-07-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[syzf2222's solution](#)

**444.**

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2021-07-18 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[syzf2222's solution](#)

**445.**

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-07-01 · last AC: 2021-07-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[syzf2222's solution](#)

**446.**

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2021-06-28 · last AC: 2021-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[syzf2222's solution](#)

**447.**

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2021-05-01 · last AC: 2021-05-01 · GNU C++11 (first AC) · Tags: data structures, two pointers

[syzf2222's solution](#)

**448.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2021-04-22 · last AC: 2021-04-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[syzf2222's solution](#)

**449.**

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: dp, math

[syzf2222's solution](#)

**450.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2020-12-01 · last AC: 2020-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[syzf2222's solution](#)

**451.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[syzf2222's solution](#)

**452.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[syzf2222's solution](#)

**453.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[syzf2222's solution](#)

**454.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: data structures, dp

[syzf2222's solution](#)

**455.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[syzf2222's solution](#)

**456.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: data structures, trees

[syzf2222's solution](#)

**457.**

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2020-03-23 · last AC: 2020-03-23 · GNU C++11 (first AC) · Tags: data structures

[syzf2222's solution](#)

**458.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2020-03-18 · last AC: 2020-03-18 · GNU C++11 (first AC) · Tags: data structures

[syzf2222's solution](#)

**459.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2020-03-17 · last AC: 2020-03-17 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[syzf2222's solution](#)

**460.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[syzf2222's solution](#)

**461.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[syzf2222's solution](#)

**462.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[syzf2222's solution](#)

**463.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[syzf2222's solution](#)

**464.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[syzf2222's solution](#)

**465.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[syzf2222's solution](#)

**466.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[syzf2222's solution](#)

**467.**

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[syzf2222's solution](#)

**468.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[syzf2222's solution](#)

**469.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[syzf2222's solution](#)

#### 470.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[syzf2222's solution](#)

#### 471.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[syzf2222's solution](#)

#### 472.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[syzf2222's solution](#)

#### 473.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[syzf2222's solution](#)

#### 474.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[syzf2222's solution](#)

#### 475.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[syzf2222's solution](#)

#### 476.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[syzf2222's solution](#)

#### 477.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[syzf2222's solution](#)

#### 478.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[syzf2222's solution](#)

#### 479.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[syzf2222's solution](#)

**480.**

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[syzf2222's solution](#)

**481.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[syzf2222's solution](#)

**482.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[syzf2222's solution](#)

**483.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[syzf2222's solution](#)

**484.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[syzf2222's solution](#)

**485.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[syzf2222's solution](#)

**486.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[syzf2222's solution](#)

**487.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[syzf2222's solution](#)

**488.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[syzf2222's solution](#)

**489.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[syzf2222's solution](#)

**490.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2500 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[syzf2222's solution](#)

**491.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[syzf2222's solution](#)

**492.**

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[syzf2222's solution](#)

**493.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-16 · last AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[syzf2222's solution](#)

**494.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[syzf2222's solution](#)

**495.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[syzf2222's solution](#)

**496.**

868F

[Yet Another Minimization Problem](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-07-15 · last AC: 2021-07-15 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[syzf2222's solution](#)

**497.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2021-06-30 · last AC: 2021-06-30 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[syzf2222's solution](#)

**498.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: combinatorics, math

[syzf2222's solution](#)

**499.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-04-16 · last AC: 2021-04-16 · GNU C++11 (first AC) · Tags: brute force, data structures

[syzf2222's solution](#)

**500.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[syzf2222's solution](#)

**501.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-02-17 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: combinatorics, graphs

[syzf2222's solution](#)

**502.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-02-16 · last AC: 2021-02-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[syzf2222's solution](#)

**503.**

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2021-02-01 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[syzf2222's solution](#)

**504.**

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2021-01-28 · last AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[syzf2222's solution](#)

**505.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: data structures, math

[syzf2222's solution](#)

**506.**

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2021-01-24 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[syzf2222's solution](#)

**507.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2020-12-02 · last AC: 2020-12-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[syzf2222's solution](#)

**508.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: binary search, graphs, matrices

[syzf2222's solution](#)

**509.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[syzf2222's solution](#)

**510.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[syzf2222's solution](#)

**511.**

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[syzf2222's solution](#)

**512.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[syzf2222's solution](#)

**513.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows

[syzf2222's solution](#)

**514.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[syzf2222's solution](#)

**515.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[syzf2222's solution](#)

**516.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[syzf2222's solution](#)

**517.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[syzf2222's solution](#)

**518.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[syzf2222's solution](#)

**519.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[syzf2222's solution](#)

**520.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[syzf2222's solution](#)

**521.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[syzf2222's solution](#)

**522.**

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[syzf2222's solution](#)

**523.**

1430G

[Yet Another DAG Problem](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[syzf2222's solution](#)

**524.**

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[syzf2222's solution](#)

**525.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[syzf2222's solution](#)

**526.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2022-03-30 · last AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[syzf2222's solution](#)

**527.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[syzf2222's solution](#)

**528.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[syzf2222's solution](#)

**529.**

802A3

[Heidi and Library \(hard\) · Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs  
[syzf2222's solution](#)

**530.**

1614E

[Divan and a Cottage · Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[syzf2222's solution](#)

**531.**

1584F

[Strange LCS · Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings  
[syzf2222's solution](#)

**532.**

1264D1

[Beautiful Bracket Sequence \(easy version\) · Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities  
[syzf2222's solution](#)

**533.**

1416D

[Graph and Queries · Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees  
[syzf2222's solution](#)

**534.**

1400G

[Mercenaries · Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers  
[syzf2222's solution](#)

**535.**

755F

[PolandBall and Gifts · Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy  
[syzf2222's solution](#)

**536.**

818G

[Four Melodies · Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
[syzf2222's solution](#)

**537.**

1495D

[BFS Trees · Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees  
[syzf2222's solution](#)

**538.**

547D

[Mike and Fish · Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[syzf2222's solution](#)

**539.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[syzf2222's solution](#)

**540.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[syzf2222's solution](#)

**541.**

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[syzf2222's solution](#)

**542.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[syzf2222's solution](#)

**543.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[syzf2222's solution](#)

**544.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms

[syzf2222's solution](#)

**545.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-07-21 · last AC: 2021-07-21 · GNU C++11 (first AC) · Tags: math

[syzf2222's solution](#)

**546.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-04-22 · last AC: 2021-04-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[syzf2222's solution](#)

**547.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, two pointers

[syzf2222's solution](#)

**548.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[syzf2222's solution](#)

**549.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2021-02-19 · last AC: 2021-02-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[syzf2222's solution](#)

**550.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2021-02-19 · last AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dp

[syzf2222's solution](#)

**551.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-02-02 · last AC: 2021-02-02 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[syzf2222's solution](#)

**552.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures

[syzf2222's solution](#)

**553.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: data structures

[syzf2222's solution](#)

**554.**

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: math

[syzf2222's solution](#)

**555.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[syzf2222's solution](#)

**556.**

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[syzf2222's solution](#)

**557.**

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-11-26 · last AC: 2020-11-26 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[syzf2222's solution](#)

**558.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[syzf2222's solution](#)

**559.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: data structures, dp, geometry  
[syzf2222's solution](#)

**560.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-06-04 · last AC: 2020-06-04 · GNU C++11 (first AC) · Tags: brute force, data structures

[syzf2222's solution](#)

**561.**

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[syzf2222's solution](#)

**562.**

690F2

[Tree of Life \(medium\)](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 2700 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, trees

[syzf2222's solution](#)

**563.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[syzf2222's solution](#)

**564.**

903G

[Yet Another Maxflow Problem](#) · [Tutorial](#)

Quality: 687 global accepts · Rating: 2700 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs

[syzf2222's solution](#)

**565.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[syzf2222's solution](#)

**566.**

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[syzf2222's solution](#)

**567.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[syzf2222's solution](#)

**568.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[syzf2222's solution](#)

**569.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[syzf2222's solution](#)

**570.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math  
[syzf2222's solution](#)

**571.**

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees  
[syzf2222's solution](#)

**572.**

995F

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

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees  
[syzf2222's solution](#)

**573.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities  
[syzf2222's solution](#)

**574.**

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[syzf2222's solution](#)

**575.**

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp  
[syzf2222's solution](#)

**576.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory  
[syzf2222's solution](#)

**577.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[syzf2222's solution](#)

**578.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics  
[syzf2222's solution](#)

**579.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[syzf2222's solution](#)

**580.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[syzf2222's solution](#)

**581.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[syzf2222's solution](#)

**582.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[syzf2222's solution](#)

**583.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-04-02 · last AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[syzf2222's solution](#)

**584.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2022-03-30 · last AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[syzf2222's solution](#)

**585.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[syzf2222's solution](#)

**586.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2022-02-06 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities, trees

[syzf2222's solution](#)

**587.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[syzf2222's solution](#)

**588.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[syzf2222's solution](#)

**589.**

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[syzf2222's solution](#)

**590.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[syzf2222's solution](#)

**591.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[syzf2222's solution](#)

**592.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[syzf2222's solution](#)

**593.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[syzf2222's solution](#)

**594.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[syzf2222's solution](#)

**595.**

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[syzf2222's solution](#)

**596.**

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[syzf2222's solution](#)

**597.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[syzf2222's solution](#)

**598.**

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[syzf2222's solution](#)

**599.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-08-09 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[syzf2222's solution](#)

**600.**

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2021-03-06 · last AC: 2021-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[syzf2222's solution](#)

**601.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2021-02-02 · last AC: 2021-02-02 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[syzf2222's solution](#)

**602.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2021-01-25 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, math

[syzf2222's solution](#)

**603.**

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2021-01-23 · last AC: 2021-01-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[syzf2222's solution](#)

**604.**

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[syzf2222's solution](#)

**605.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[syzf2222's solution](#)

**606.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[syzf2222's solution](#)

**607.**

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, implementation

[syzf2222's solution](#)

**608.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[syzf2222's solution](#)

**609.**

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2023-06-22 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math

[syzf2222's solution](#)

**610.**

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[syzf2222's solution](#)

**611.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[syzf2222's solution](#)

**612.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[syzf2222's solution](#)

**613.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[syzf2222's solution](#)

**614.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[syzf2222's solution](#)

**615.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[syzf2222's solution](#)

**616.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[syzf2222's solution](#)

**617.**

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[syzf2222's solution](#)

**618.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-06-20 · last AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[syzf2222's solution](#)

**619.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[syzf2222's solution](#)

**620.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[syzf2222's solution](#)

**621.**

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[syzf2222's solution](#)

**622.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2022-05-07 · last AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities

[syzf2222's solution](#)

**623.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[syzf2222's solution](#)

**624.**

1455F

[String and Operations](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2800 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[syzf2222's solution](#)

**625.**

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[syzf2222's solution](#)

**626.**

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[syzf2222's solution](#)

**627.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[syzf2222's solution](#)

**628.**

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[syzf2222's solution](#)

**629.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[syzf2222's solution](#)

**630.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[syzf2222's solution](#)

**631.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2021-12-22 · last AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[syzf2222's solution](#)

**632.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[syzf2222's solution](#)

**633.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[syzf2222's solution](#)

**634.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[syzf2222's solution](#)

**635.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[syzf2222's solution](#)

**636.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[syzf2222's solution](#)

**637.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[syzf2222's solution](#)

**638.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-08-02 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[syzf2222's solution](#)

**639.**

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: data structures, dp, trees  
[syzf2222's solution](#)

**640.**

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-04-29 · last AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp  
[syzf2222's solution](#)

**641.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2021-03-08 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math  
[syzf2222's solution](#)

**642.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy  
[syzf2222's solution](#)

**643.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-12-03 · last AC: 2020-12-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees  
[syzf2222's solution](#)

**644.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees  
[syzf2222's solution](#)

**645.**

434D

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

Quality: 518 global accepts · Rating: 2900 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: flows  
[syzf2222's solution](#)

**646.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[syzf2222's solution](#)

**647.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[syzf2222's solution](#)

**648.**

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs  
[syzf2222's solution](#)

**649.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[syzf2222's solution](#)

### 650.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[syzf2222's solution](#)

### 651.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy

[syzf2222's solution](#)

### 652.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[syzf2222's solution](#)

### 653.

1450H1

[Multithreading \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2900 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[syzf2222's solution](#)

### 654.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[syzf2222's solution](#)

### 655.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[syzf2222's solution](#)

### 656.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, number theory

[syzf2222's solution](#)

### 657.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2022-01-23 · last AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[syzf2222's solution](#)

### 658.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, matrices

[syzf2222's solution](#)

**659.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[syzf2222's solution](#)

**660.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2022-02-07 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle

[syzf2222's solution](#)

**661.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[syzf2222's solution](#)

**662.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[syzf2222's solution](#)

**663.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[syzf2222's solution](#)

**664.**

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[syzf2222's solution](#)

**665.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: flows

[syzf2222's solution](#)

**666.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[syzf2222's solution](#)

**667.**

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[syzf2222's solution](#)

**668.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: flows, graph matchings

[syzf2222's solution](#)

**669.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: binary search, data structures, flows  
[syzf2222's solution](#)

**670.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2021-06-30 · last AC: 2021-06-30 · GNU C++11 (first AC) · Tags: dp, trees  
[syzf2222's solution](#)

**671.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-04-13 · last AC: 2021-04-13 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory  
[syzf2222's solution](#)

**672.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees  
[syzf2222's solution](#)

**673.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities  
[syzf2222's solution](#)

**674.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp  
[syzf2222's solution](#)

**675.**

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[syzf2222's solution](#)

**676.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices  
[syzf2222's solution](#)

**677.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math  
[syzf2222's solution](#)

**678.**

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[syzf2222's solution](#)

**679.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[syzf2222's solution](#)

**680.**

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[syzf2222's solution](#)

**681.**

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[syzf2222's solution](#)

**682.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[syzf2222's solution](#)

**683.**

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[syzf2222's solution](#)

**684.**

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[syzf2222's solution](#)

**685.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[syzf2222's solution](#)

**686.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[syzf2222's solution](#)

**687.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[syzf2222's solution](#)

**688.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[syzf2222's solution](#)

**689.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[syzf2222's solution](#)

**690.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive

[syzf2222's solution](#)

**691.**

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[syzf2222's solution](#)

**692.**

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2022-04-28 · last AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[syzf2222's solution](#)

**693.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[syzf2222's solution](#)

**694.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, expression parsing

[syzf2222's solution](#)

**695.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[syzf2222's solution](#)

**696.**

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[syzf2222's solution](#)

**697.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math

[syzf2222's solution](#)

**698.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[syzf2222's solution](#)

**699.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings  
[syzf2222's solution](#)

**700.**

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[syzf2222's solution](#)

**701.**

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory  
[syzf2222's solution](#)

**702.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers  
[syzf2222's solution](#)

**703.**

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math  
[syzf2222's solution](#)

**704.**

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math  
[syzf2222's solution](#)

**705.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings  
[syzf2222's solution](#)

**706.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[syzf2222's solution](#)

**707.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings  
[syzf2222's solution](#)

**708.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees  
[syzf2222's solution](#)

**709.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[syzf2222's solution](#)

**710.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-03-08 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices  
[syzf2222's solution](#)

**711.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-02-18 · last AC: 2021-02-18 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings  
[syzf2222's solution](#)

**712.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer  
[syzf2222's solution](#)

**713.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math  
[syzf2222's solution](#)

**714.**

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, sortings  
[syzf2222's solution](#)

**715.**

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: games, trees  
[syzf2222's solution](#)

**716.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[syzf2222's solution](#)

**717.**

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[syzf2222's solution](#)

**718.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[syzf2222's solution](#)

**719.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy  
[syzf2222's solution](#)

**720.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees  
[syzf2222's solution](#)

**721.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[syzf2222's solution](#)

**722.**

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[syzf2222's solution](#)

**723.**

513G3

[Inversions problem](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3100 · first AC: 2022-05-18 · last AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[syzf2222's solution](#)

**724.**

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, number theory  
[syzf2222's solution](#)

**725.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search  
[syzf2222's solution](#)

**726.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu  
[syzf2222's solution](#)

**727.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[syzf2222's solution](#)

**728.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices, probabilities  
[syzf2222's solution](#)

**729.**

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp  
[syzf2222's solution](#)

**730.**

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees  
[syzf2222's solution](#)

**731.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy  
[syzf2222's solution](#)

**732.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math, number theory, trees  
[syzf2222's solution](#)

**733.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft  
[syzf2222's solution](#)

**734.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees  
[syzf2222's solution](#)

**735.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2022-02-27 · last AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math  
[syzf2222's solution](#)

**736.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy  
[syzf2222's solution](#)

**737.**

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2021-12-28 · last AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, matrices  
[syzf2222's solution](#)

**738.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees  
[syzf2222's solution](#)

**739.**

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[syzf2222's solution](#)

**740.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[syzf2222's solution](#)

**741.**

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[syzf2222's solution](#)

**742.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[syzf2222's solution](#)

**743.**

1286E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[syzf2222's solution](#)

**744.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[syzf2222's solution](#)

**745.**

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[syzf2222's solution](#)

**746.**

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[syzf2222's solution](#)

**747.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[syzf2222's solution](#)

**748.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[syzf2222's solution](#)

**749.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[syzf2222's solution](#)

**750.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[syzf2222's solution](#)

**751.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[syzf2222's solution](#)

**752.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-05-02 · last AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[syzf2222's solution](#)

**753.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[syzf2222's solution](#)

**754.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[syzf2222's solution](#)

**755.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-05-07 · last AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[syzf2222's solution](#)

**756.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2022-05-07 · last AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[syzf2222's solution](#)

**757.**

1584G

[Eligible Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3200 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[syzf2222's solution](#)

**758.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[syzf2222's solution](#)

**759.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[syzf2222's solution](#)

**760.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[syzf2222's solution](#)

**761.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[syzf2222's solution](#)

**762.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-02-08 · last AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[syzf2222's solution](#)

**763.**

1588E

[Eligible Segments](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[syzf2222's solution](#)

**764.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[syzf2222's solution](#)

**765.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-02-16 · last AC: 2021-02-16 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[syzf2222's solution](#)

**766.**

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[syzf2222's solution](#)

**767.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows, greedy

[syzf2222's solution](#)

**768.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[syzf2222's solution](#)

**769.**

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[syzf2222's solution](#)

**770.**

868G

[El Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[syzf2222's solution](#)

**771.**

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[syzf2222's solution](#)

**772.**

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[syzf2222's solution](#)

**773.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[syzf2222's solution](#)

**774.**

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[syzf2222's solution](#)

**775.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-02-14 · last AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[syzf2222's solution](#)

**776.**

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[syzf2222's solution](#)

**777.**

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, probabilities

[syzf2222's solution](#)

**778.**

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[syzf2222's solution](#)

**779.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[syzf2222's solution](#)

**780.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[syzf2222's solution](#)

**781.**

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[syzf2222's solution](#)

**782.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings

[syzf2222's solution](#)

**783.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2022-07-17 · last AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[syzf2222's solution](#)

**784.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[syzf2222's solution](#)

**785.**

1450H2

[Multithreading \(Hard Version\)](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3300 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math

[syzf2222's solution](#)

**786.**

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[syzf2222's solution](#)

**787.**

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[syzf2222's solution](#)

**788.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures

[syzf2222's solution](#)

**789.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[syzf2222's solution](#)

**790.**

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-12-31 · last AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[syzf2222's solution](#)

**791.**

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[syzf2222's solution](#)

**792.**

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[syzf2222's solution](#)

**793.**

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory

[syzf2222's solution](#)

**794.**

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-07-06 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[syzf2222's solution](#)

**795.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[syzf2222's solution](#)

**796.**

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[syzf2222's solution](#)

**797.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-06-07 · last AC: 2023-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, greedy

[syzf2222's solution](#)

**798.**

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[syzf2222's solution](#)

**799.**

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[syzf2222's solution](#)

**800.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2022-07-17 · last AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[syzf2222's solution](#)

**801.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[syzf2222's solution](#)

**802.**

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[syzf2222's solution](#)

**803.**

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[syzf2222's solution](#)

**804.**

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[syzf2222's solution](#)

**805.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[syzf2222's solution](#)

**806.**

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[syzf2222's solution](#)

**807.**

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[syzf2222's solution](#)

**808.**

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[syzf2222's solution](#)

### 809.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[syzf2222's solution](#)

### 810.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-11-20 · last AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[syzf2222's solution](#)

### 811.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[syzf2222's solution](#)

### 812.

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[syzf2222's solution](#)

### 813.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[syzf2222's solution](#)

### 814.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[syzf2222's solution](#)

### 815.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: strings

[syzf2222's solution](#)

### 816.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

### 817.

103729J

[Palindrome Reversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

### 818.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**819.**

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**820.**

103729B

[Potion\(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**821.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**822.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**823.**

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**824.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**825.**

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**826.**

104160A

[Absolute Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**827.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**828.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**829.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**830.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**831.**

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**832.**

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**833.**

104053J

[Math Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**834.**

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**835.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**836.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**837.**

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**838.**

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**839.**

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**840.**

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[syzf2222's solution](#)

**841.**

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**842.**

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**843.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**844.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**845.**

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**846.**

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**847.**

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**848.**

102956B

[Beautiful Sequence Unraveling](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**849.**

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**850.**

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**851.**

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[syzf2222's solution](#)

**852.**

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**853.**

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[syzf2222's solution](#)

**854.**

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[syzf2222's solution](#)

**855.**

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**856.**

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**857.**

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**858.**

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**859.**

103260A

[Assignment Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**860.**

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**861.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**862.**

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**863.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**864.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**865.**

103446B

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

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**866.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**867.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**868.**

103446D

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

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**869.**

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**870.**

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**871.**

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**872.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**873.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**874.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**875.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**876.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**877.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**878.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**879.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**880.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**881.**

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**882.**

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**883.**

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**884.**

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[syzf2222's solution](#)

**885.**

103447B

[Magical Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**886.**

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**887.**

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**888.**

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[syzf2222's solution](#)

**889.**

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**890.**

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**891.**

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**892.**

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**893.**

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**894.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[syzf2222's solution](#)

**895.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[syzf2222's solution](#)

**896.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[syzf2222's solution](#)

**897.**

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[syzf2222's solution](#)

**898.**

103119L

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

Rating: — · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[syzf2222's solution](#)

**899.**

100722I

[Leonardo's Notebook](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: —

[syzf2222's solution](#)