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Unique solved — tuxiaoxiao

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

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

Filters: none

Count: 247

1.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,134 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
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2.

1799A

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3.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[tuxiaoxiao's solution](#)

4.

1750B

[Maximum Substring](#) · [Tutorial](#)

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[tuxiaoxiao's solution](#)

5.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[tuxiaoxiao's solution](#)

6.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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7.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[tuxiaoxiao's solution](#)

8.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[tuxiaoxiao's solution](#)

9.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[tuxiaoxiao's solution](#)

10.

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
[tuxiaoxiao's solution](#)

11.

1737A

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

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[tuxiaoxiao's solution](#)

12.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,536 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[tuxiaoxiao's solution](#)

13.

1696B

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

Quality: 36,315 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[tuxiaoxiao's solution](#)

14.

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[tuxiaoxiao's solution](#)

15.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[tuxiaoxiao's solution](#)

16.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[tuxiaoxiao's solution](#)

17.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[tuxiaoxiao's solution](#)

18.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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19.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[tuxiaoxiao's solution](#)

20.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[tuxiaoxiao's solution](#)

21.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[tuxiaoxiao's solution](#)

22.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tuxiaoxiao's solution](#)

23.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[tuxiaoxiao's solution](#)

24.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[tuxiaoxiao's solution](#)

25.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[tuxiaoxiao's solution](#)

26.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tuxiaoxiao's solution](#)

27.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[tuxiaoxiao's solution](#)

28.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[tuxiaoxiao's solution](#)

29.

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

[tuxiaoxiao's solution](#)

30.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[tuxiaoxiao's solution](#)

31.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[tuxiaoxiao's solution](#)

32.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math
[tuxiaoxiao's solution](#)

33.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[tuxiaoxiao's solution](#)

34.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[tuxiaoxiao's solution](#)

35.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[tuxiaoxiao's solution](#)

36.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[tuxiaoxiao's solution](#)

37.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees
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38.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[tuxiaoxiao's solution](#)

39.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[tuxiaoxiao's solution](#)

40.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[tuxiaoxiao's solution](#)

41.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers
[tuxiaoxiao's solution](#)

42.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

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43.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[tuxiaoxiao's solution](#)

44.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[tuxiaoxiao's solution](#)

45.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[tuxiaoxiao's solution](#)

46.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tuxiaoxiao's solution](#)

47.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[tuxiaoxiao's solution](#)

48.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[tuxiaoxiao's solution](#)

49.

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

[tuxiaoxiao's solution](#)

50.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[tuxiaoxiao's solution](#)

51.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[tuxiaoxiao's solution](#)

52.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[tuxiaoxiao's solution](#)

53.

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

[tuxiaoxiao's solution](#)

54.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[tuxiaoxiao's solution](#)

55.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[tuxiaoxiao's solution](#)

56.

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-29 · last AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[tuxiaoxiao's solution](#)

57.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[tuxiaoxiao's solution](#)

58.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[tuxiaoxiao's solution](#)

59.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[tuxiaoxiao's solution](#)

60.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[tuxiaoxiao's solution](#)

61.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-10-27 · last AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[tuxiaoxiao's solution](#)

62.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[tuxiaoxiao's solution](#)

63.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[tuxiaoxiao's solution](#)

64.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

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65.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[tuxiaoxiao's solution](#)

66.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[tuxiaoxiao's solution](#)

67.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[tuxiaoxiao's solution](#)

68.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[tuxiaoxiao's solution](#)

69.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

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70.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[tuxiaoxiao's solution](#)

71.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[tuxiaoxiao's solution](#)

72.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[tuxiaoxiao's solution](#)

73.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[tuxiaoxiao's solution](#)

74.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[tuxiaoxiao's solution](#)

75.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2021-02-27 · last AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[tuxiaoxiao's solution](#)

76.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
[tuxiaoxiao's solution](#)

77.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[tuxiaoxiao's solution](#)

78.

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[tuxiaoxiao's solution](#)

79.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[tuxiaoxiao's solution](#)

80.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[tuxiaoxiao's solution](#)

81.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math
[tuxiaoxiao's solution](#)

82.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[tuxiaoxiao's solution](#)

83.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[tuxiaoxiao's solution](#)

84.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tuxiaoxiao's solution](#)

85.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[tuxiaoxiao's solution](#)

86.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2021-04-08 · last AC: 2021-04-08 · GNU C++11 (first AC) · Tags: data structures, probabilities

[tuxiaoxiao's solution](#)

87.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[tuxiaoxiao's solution](#)

88.

1782F

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

Rating: 2700 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[tuxiaoxiao's solution](#)

89.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[tuxiaoxiao's solution](#)

90.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, games, math, matrices

[tuxiaoxiao's solution](#)

91.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[tuxiaoxiao's solution](#)

92.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[tuxiaoxiao's solution](#)

93.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[tuxiaoxiao's solution](#)

94.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2021-07-21 · last AC: 2021-07-21 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[tuxiaoxiao's solution](#)

95.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees
[tuxiaoxiao's solution](#)

96.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
[tuxiaoxiao's solution](#)

97.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[tuxiaoxiao's solution](#)

98.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[tuxiaoxiao's solution](#)

99.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[tuxiaoxiao's solution](#)

100.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[tuxiaoxiao's solution](#)

101.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities
[tuxiaoxiao's solution](#)

102.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[tuxiaoxiao's solution](#)

103.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[tuxiaoxiao's solution](#)

104.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[tuxiaoxiao's solution](#)

105.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2022-06-24 · last AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[tuxiaoxiao's solution](#)

106.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks
[tuxiaoxiao's solution](#)

107.

932G

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[tuxiaoxiao's solution](#)

108.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, flows, graphs
[tuxiaoxiao's solution](#)

109.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[tuxiaoxiao's solution](#)

110.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

111.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[tuxiaoxiao's solution](#)

112.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-07-12 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: binary search, combinatorics, number theory
[tuxiaoxiao's solution](#)

113.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[tuxiaoxiao's solution](#)

114.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[tuxiaoxiao's solution](#)

115.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[tuxiaoxiao's solution](#)

116.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[tuxiaoxiao's solution](#)

117.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[tuxiaoxiao's solution](#)

118.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[tuxiaoxiao's solution](#)

119.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[tuxiaoxiao's solution](#)

120.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[tuxiaoxiao's solution](#)

121.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[tuxiaoxiao's solution](#)

122.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[tuxiaoxiao's solution](#)

123.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[tuxiaoxiao's solution](#)

124.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers
[tuxiaoxiao's solution](#)

125.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[tuxiaoxiao's solution](#)

126.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[tuxiaoxiao's solution](#)

127.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices
[tuxiaoxiao's solution](#)

128.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy
[tuxiaoxiao's solution](#)

129.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[tuxiaoxiao's solution](#)

130.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[tuxiaoxiao's solution](#)

131.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[tuxiaoxiao's solution](#)

132.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[tuxiaoxiao's solution](#)

133.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle
[tuxiaoxiao's solution](#)

134.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[tuxiaoxiao's solution](#)

135.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[tuxiaoxiao's solution](#)

136.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tuxiaoxiao's solution](#)

137.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[tuxiaoxiao's solution](#)

138.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, probabilities

[tuxiaoxiao's solution](#)

139.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tuxiaoxiao's solution](#)

140.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[tuxiaoxiao's solution](#)

141.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[tuxiaoxiao's solution](#)

142.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[tuxiaoxiao's solution](#)

143.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[tuxiaoxiao's solution](#)

144.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[tuxiaoxiao's solution](#)

145.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation
[tuxiaoxiao's solution](#)

146.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp
[tuxiaoxiao's solution](#)

147.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers
[tuxiaoxiao's solution](#)

148.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[tuxiaoxiao's solution](#)

149.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[tuxiaoxiao's solution](#)

150.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs
[tuxiaoxiao's solution](#)

151.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[tuxiaoxiao's solution](#)

152.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[tuxiaoxiao's solution](#)

153.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs
[tuxiaoxiao's solution](#)

154.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[tuxiaoxiao's solution](#)

155.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[tuxiaoxiao's solution](#)

156.

414E

[Mashmikh's Designed Problem](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 3200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tuxiaoxiao's solution](#)

157.

457F

[An easy problem about trees](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 3200 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, trees

[tuxiaoxiao's solution](#)

158.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[tuxiaoxiao's solution](#)

159.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[tuxiaoxiao's solution](#)

160.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[tuxiaoxiao's solution](#)

161.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[tuxiaoxiao's solution](#)

162.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: math, probabilities

[tuxiaoxiao's solution](#)

163.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[tuxiaoxiao's solution](#)

164.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, math

[tuxiaoxiao's solution](#)

165.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[tuxiaoxiao's solution](#)

166.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[tuxiaoxiao's solution](#)

167.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[tuxiaoxiao's solution](#)

168.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[tuxiaoxiao's solution](#)

169.

1738H

[Palindrome Addicts](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3300 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings
[tuxiaoxiao's solution](#)

170.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[tuxiaoxiao's solution](#)

171.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures
[tuxiaoxiao's solution](#)

172.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, probabilities
[tuxiaoxiao's solution](#)

173.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[tuxiaoxiao's solution](#)

174.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy
[tuxiaoxiao's solution](#)

175.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[tuxiaoxiao's solution](#)

176.

865F

[Egg Roulette](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, math, meet-in-the-middle

[tuxiaoxiao's solution](#)

177.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[tuxiaoxiao's solution](#)

178.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[tuxiaoxiao's solution](#)

179.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2022-02-05 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[tuxiaoxiao's solution](#)

180.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: data structures

[tuxiaoxiao's solution](#)

181.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2021-07-13 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: data structures

[tuxiaoxiao's solution](#)

182.

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[tuxiaoxiao's solution](#)

183.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[tuxiaoxiao's solution](#)

184.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[tuxiaoxiao's solution](#)

185.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[tuxiaoxiao's solution](#)

186.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[tuxiaoxiao's solution](#)

187.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[tuxiaoxiao's solution](#)

188.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[tuxiaoxiao's solution](#)

189.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[tuxiaoxiao's solution](#)

190.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp
[tuxiaoxiao's solution](#)

191.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[tuxiaoxiao's solution](#)

192.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[tuxiaoxiao's solution](#)

193.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings
[tuxiaoxiao's solution](#)

194.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: strings
[tuxiaoxiao's solution](#)

195.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory
[tuxiaoxiao's solution](#)

196.

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[tuxiaoxiao's solution](#)

197.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, trees

[tuxiaoxiao's solution](#)

198.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tuxiaoxiao's solution](#)

199.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[tuxiaoxiao's solution](#)

200.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[tuxiaoxiao's solution](#)

201.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[tuxiaoxiao's solution](#)

202.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[tuxiaoxiao's solution](#)

203.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, probabilities

[tuxiaoxiao's solution](#)

204.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tuxiaoxiao's solution](#)

205.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[tuxiaoxiao's solution](#)

206.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tuxiaoxiao's solution](#)

207.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tuxiaoxiao's solution](#)

208.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[tuxiaoxiao's solution](#)

209.

1098F

[Ab Og Væ 7 F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[tuxiaoxiao's solution](#)

210.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2022-01-30 · last AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[tuxiaoxiao's solution](#)

211.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[tuxiaoxiao's solution](#)

212.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: data structures, trees

[tuxiaoxiao's solution](#)

213.

103389E

[Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tuxiaoxiao's solution](#)

214.

103389J

[g Y g C r i z E - E](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tuxiaoxiao's solution](#)

215.

103389B

[e; F 2 o r i a](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tuxiaoxiao's solution](#)

216.

103389F

[W O V S i](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tuxiaoxiao's solution](#)

217.

103389C

[P U O F a](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tuxiaoxiao's solution](#)

218.

103389A

[QINoia'i](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

219.

103389I

[S-TvSa'n •f](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

220.

103389G

[3G-Qüriäl](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

221.

103389D

[Otu's'i](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

222.

103389K

[—TonPa8b](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

223.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

224.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

225.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

226.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

227.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

228.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

229.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

230.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

231.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

232.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[tuxiaoxiao's solution](#)

233.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

234.

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

235.

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

236.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

237.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

238.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

239.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

240.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

241.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

242.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

243.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

244.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

245.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

246.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)

247.

103415B

[Sweeping Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · last AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[tuxiaoxiao's solution](#)