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Unique solved — vccaiji

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1.

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4.

1761A

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1704A

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6.

1700A

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7.

1684A

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1680A

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1665A

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20.

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1665B

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1305B

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1656C

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59.

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2150A

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1659B

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66.

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68.

1602C

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69.

1615B

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1470A

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2164C

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2152C

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74.

1684C

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1654C

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1629C

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1614C

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85.

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87.

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88.

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89.

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90.

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91.

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- 92.**
1658D1
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1672D
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Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[vccaiji's solution](#)
- 101.**
1661C
[Water the Trees · Tutorial](#)
Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[vccaiji's solution](#)
- 102.**
1561D1
[Up the Strip \(simplified version\) · Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[vccaiji's solution](#)

103.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[vccaiji's solution](#)

104.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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105.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

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106.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[vccaiji's solution](#)

107.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[vccaiji's solution](#)

108.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[vccaiji's solution](#)

109.

1437C

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Quality: 12,186 global accepts · Rating: 1800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

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110.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[vccaiji's solution](#)

111.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[vccaiji's solution](#)

112.

1637D

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

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113.

610C

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114.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

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115.

2157E

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116.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

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117.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[vccaiji's solution](#)

118.

1661D

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119.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[vccaiji's solution](#)

120.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[vccaiji's solution](#)

121.

1602D

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Rating: 1900 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[vccaiji's solution](#)

122.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[vccaiji's solution](#)

123.

378D

[Preparing for the Contest](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[vccaiji's solution](#)

124.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

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125.

1470B

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[vccaiji's solution](#)

126.

963B

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[vccaiji's solution](#)

127.

1680E

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Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[vccaiji's solution](#)

128.

1616D

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129.

1672F1

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[vccaiji's solution](#)

130.

1561E

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131.

1622D

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132.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[vccaiji's solution](#)

133.

1634D

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134.

478D

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135.

242E

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136.

1513D

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137.

2152E

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138.

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139.

1761D

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140.

1684E

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1671E

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142.

1667B

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143.

1666J

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144.

1614D1

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145.

1392E

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146.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

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147.

486D

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148.

1629F1

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

Rating: 2100 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[vccaiji's solution](#)

149.

1628D1

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Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

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150.

632D

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151.

1626D

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[vccaiji's solution](#)

152.

484B

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153.

372C

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154.

1114E

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155.

1616E

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[vccaiji's solution](#)

156.

1437E

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157.

1672E

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158.

1666F

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159.

1666I

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Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
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160.

1622E

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161.

1305E

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162.

1656E

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163.

427D

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164.

1615D

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165.

438D

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166.

1614D2

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167.

1602E

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[vccaiji's solution](#)

168.

1658D2

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Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

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169.

1654E

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170.

123D

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171.

1629E

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172.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

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173.

1623D

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174.

845G

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175.

2157F

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176.

1667C

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Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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177.

1626E

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178.

1392F

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[vccaiji's solution](#)

179.

375D

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180.

1629F2

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Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games
[vccaiji's solution](#)

181.

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
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182.

959F

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[vccaiji's solution](#)

183.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-12-27 · last AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[vccaiji's solution](#)

184.

449D

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[vccaiji's solution](#)

185.

1619H

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

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186.

2152F

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187.

1097F

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188.

1375E

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[vccaiji's solution](#)

189.

963D

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

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

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190.

1583F

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[vccaiji's solution](#)

191.

1677D

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192.

1612G

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[vccaiji's solution](#)

193.

1661E

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[vccaiji's solution](#)

194.

1666E

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195.

1665E

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196.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[vccaiji's solution](#)

197.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[vccaiji's solution](#)

198.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[vccaiji's solution](#)

199.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[vccaiji's solution](#)

200.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[vccaiji's solution](#)

201.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[vccaiji's solution](#)

202.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[vccaiji's solution](#)

203.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs
[vccaiji's solution](#)

204.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[vccaiji's solution](#)

205.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[vccaiji's solution](#)

206.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[vccaiji's solution](#)

207.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[vccaiji's solution](#)

208.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[vccaiji's solution](#)

209.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[vccaiji's solution](#)

210.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[vccaiji's solution](#)

211.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[vccaiji's solution](#)

212.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[vccaiji's solution](#)

213.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[vccaiji's solution](#)

214.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[vccaiji's solution](#)

215.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[vccaiji's solution](#)

216.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[vccaiji's solution](#)

217.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[vccaiji's solution](#)

218.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft
[vccaiji's solution](#)

219.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[vccaiji's solution](#)

220.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2021-12-22 · last AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[vccaiji's solution](#)

221.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[vccaiji's solution](#)

222.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-05-07 · last AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[vccaiji's solution](#)

223.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-06 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math
[vccaiji's solution](#)

224.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[vccaiji's solution](#)

225.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[vccaiji's solution](#)

226.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[vccaiji's solution](#)

227.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
[vccaiji's solution](#)

228.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[vccaiji's solution](#)

229.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...
[vccaiji's solution](#)

230.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities
[vccaiji's solution](#)

231.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[vccaiji's solution](#)

232.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[vccaiji's solution](#)

233.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[vccaiji's solution](#)

234.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[vccaiji's solution](#)

235.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[vccaiji's solution](#)

236.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, fft
[vccaiji's solution](#)

237.

1626F

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

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[vccaiji's solution](#)

238.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees
[vccaiji's solution](#)

239.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy
[vccaiji's solution](#)

240.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices
[vccaiji's solution](#)

241.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory
[vccaiji's solution](#)

242.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-11-21 · last AC: 2024-02-18 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[vccaiji's solution](#)

243.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[vccaiji's solution](#)

244.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[vccaiji's solution](#)

245.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[vccaiji's solution](#)

246.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[vccaiji's solution](#)

247.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities
[vccaiji's solution](#)

248.

963E

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

Quality: 651 global accepts · Rating: 3100 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[vccaiji's solution](#)

249.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[vccaiji's solution](#)

250.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2022-02-06 · last AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math
[vccaiji's solution](#)

251.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, matrices
[vccaiji's solution](#)

252.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[vccaiji's solution](#)

253.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
[vccaiji's solution](#)

254.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · last AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[vccaiji's solution](#)

255.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[vccaiji's solution](#)

256.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[vccaiji's solution](#)

257.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[vccaiji's solution](#)

258.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[vccaiji's solution](#)

259.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[vccaiji's solution](#)

260.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[vccaiji's solution](#)

261.

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[vccaiji's solution](#)

262.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[vccaiji's solution](#)

263.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[vccaiji's solution](#)

264.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[vccaiji's solution](#)

265.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[vccaiji's solution](#)

266.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math

[vccaiji's solution](#)

267.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[vccaiji's solution](#)

268.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[vccaiji's solution](#)

269.

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[vccaiji's solution](#)

270.

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math

[vccaiji's solution](#)

271.

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[vccaiji's solution](#)

272.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[vccaiji's solution](#)

273.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math

[vccaiji's solution](#)

274.

102759B

[Cactus Competition](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[vccaiji's solution](#)