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Unique solved — wangjc233

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- 2.**
2167A
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- 3.**
2185A
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- 4.**
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- 5.**
2107A
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- 6.**
2086A
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- 7.**
2072A
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- 8.**
2067A
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- 9.**
2065B
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10.

2065A

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11.

1183A

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12.

2051B

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13.

2051A

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14.

2063A

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15.

2060A

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1722C

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18.

1722A

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19.

2056A

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20.

2055A

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games, greedy, math
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21.

629A

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22.

1512B

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23.

1512A

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24.

1915C

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25.

1915B

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26.

1915A

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27.

2044A

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28.

2044C

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29.

2044B

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30.

2040A

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31.

2050A

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32.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

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33.

2030B

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34.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

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35.

1926B

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36.

1926A

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37.

2025A

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38.

1352A

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39.

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40.

630A

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41.

2020A

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42.

2008A

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[wangjc233's solution](#)

43.

2010A

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44.

2014B

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45.

2014A

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46.

2013A

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47.

2007A

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48.

1907A

[Rook](#) · [Tutorial](#)

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49.

2010B

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50.

1931B

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[wangjc233's solution](#)

51.

1931A

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52.

1932A

[Thorns and Coins](#) · [Tutorial](#)

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53.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

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54.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

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55.

1929B

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56.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

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57.

2009A

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58.

2009B

[osu!mania](#) · [Tutorial](#)

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59.

2003B

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60.

2003A

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61.

2001A

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62.

2004A

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63.

1999C

[Showering](#) · [Tutorial](#)

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64.

1999A

[A+B Again?](#) · [Tutorial](#)

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65.

4A

[Watermelon](#) · [Tutorial](#)

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66.

1977A

[Little Nikita](#) · [Tutorial](#)

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67.

1975A

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68.

1971B

[Different String](#) · [Tutorial](#)

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69.

1971A

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[wangjc233's solution](#)

70.

1974B

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71.

1974A

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72.

1968B

[Prefiquence](#) · [Tutorial](#)

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73.

1968A

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74.

1972A

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75.

1969A

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76.

1966A

[Card Exchange](#) · [Tutorial](#)

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77.

1957A

[Stickogon](#) · [Tutorial](#)

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78.

50A

[Domino piling](#) · [Tutorial](#)

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79.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

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80.

1955A

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81.

1942A

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82.

1945A

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83.

1944A

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- 84.**
1948A
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- 85.**
1941A
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1714C
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- 87.**
1714B
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Quality: 33,783 global accepts · Rating: 800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
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- 88.**
1935A
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Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
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- 89.**
1829B
[Blank Space](#) · [Tutorial](#)
Quality: 78,071 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[wangjc233's solution](#)
- 90.**
1829A
[Love Story](#) · [Tutorial](#)
Quality: 70,708 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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- 91.**
2072B
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- 92.**
1183B
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2060C
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1057A
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[wangjc233's solution](#)

95.

2047B

[Replace Character](#) · [Tutorial](#)

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96.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

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97.

2013B

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98.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[wangjc233's solution](#)

99.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[wangjc233's solution](#)

100.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[wangjc233's solution](#)

101.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[wangjc233's solution](#)

102.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[wangjc233's solution](#)

103.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[wangjc233's solution](#)

104.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[wangjc233's solution](#)

105.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[wangjc233's solution](#)

106.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[wangjc233's solution](#)

107.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, strings

[wangjc233's solution](#)

108.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[wangjc233's solution](#)

109.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[wangjc233's solution](#)

110.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[wangjc233's solution](#)

111.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[wangjc233's solution](#)

112.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[wangjc233's solution](#)

113.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[wangjc233's solution](#)

114.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[wangjc233's solution](#)

115.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[wangjc233's solution](#)

116.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[wangjc233's solution](#)

117.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[wangjc233's solution](#)

118.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[wangjc233's solution](#)

119.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy
[wangjc233's solution](#)

120.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[wangjc233's solution](#)

121.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[wangjc233's solution](#)

122.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[wangjc233's solution](#)

123.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1100 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[wangjc233's solution](#)

124.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[wangjc233's solution](#)

125.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[wangjc233's solution](#)

126.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[wangjc233's solution](#)

127.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[wangjc233's solution](#)

128.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[wangjc233's solution](#)

129.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[wangjc233's solution](#)

130.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[wangjc233's solution](#)

131.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[wangjc233's solution](#)

132.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[wangjc233's solution](#)

133.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[wangjc233's solution](#)

134.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[wangjc233's solution](#)

135.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[wangjc233's solution](#)

136.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[wangjc233's solution](#)

137.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[wangjc233's solution](#)

138.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[wangjc233's solution](#)

139.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[wangjc233's solution](#)

140.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings

[wangjc233's solution](#)

141.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[wangjc233's solution](#)

142.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[wangjc233's solution](#)

143.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[wangjc233's solution](#)

144.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[wangjc233's solution](#)

145.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[wangjc233's solution](#)

146.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[wangjc233's solution](#)

147.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[wangjc233's solution](#)

148.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[wangjc233's solution](#)

149.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[wangjc233's solution](#)

150.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[wangjc233's solution](#)

151.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[wangjc233's solution](#)

152.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[wangjc233's solution](#)

153.

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[wangjc233's solution](#)

154.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[wangjc233's solution](#)

155.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[wangjc233's solution](#)

156.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[wangjc233's solution](#)

157.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[wangjc233's solution](#)

158.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[wangjc233's solution](#)

159.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[wangjc233's solution](#)

160.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[wangjc233's solution](#)

161.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[wangjc233's solution](#)

162.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[wangjc233's solution](#)

163.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[wangjc233's solution](#)

164.

1096B

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

Quality: 11,684 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, strings

[wangjc233's solution](#)

165.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[wangjc233's solution](#)

166.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[wangjc233's solution](#)

167.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,189 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[wangjc233's solution](#)

168.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[wangjc233's solution](#)

169.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[wangjc233's solution](#)

170.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[wangjc233's solution](#)

171.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[wangjc233's solution](#)

172.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[wangjc233's solution](#)

173.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[wangjc233's solution](#)

174.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force

[wangjc233's solution](#)

175.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[wangjc233's solution](#)

176.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[wangjc233's solution](#)

177.

2010C1

[Message Transmission Error \(easy version\) · Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[wangjc233's solution](#)

178.

2013C

[Password Cracking · Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings
[wangjc233's solution](#)

179.

1907D

[Jumping Through Segments · Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms
[wangjc233's solution](#)

180.

1091C

[New Year and the Sphere Transmission · Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[wangjc233's solution](#)

181.

507B

[Amr and Pins · Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[wangjc233's solution](#)

182.

515C

[Drazil and Factorial · Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[wangjc233's solution](#)

183.

1932D

[Card Game · Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[wangjc233's solution](#)

184.

1932C

[LR-remainders · Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[wangjc233's solution](#)

185.

1929C

[Sasha and the Casino · Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[wangjc233's solution](#)

186.

2009E

[Klee's SUPER DUPER LARGE Array!!! · Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[wangjc233's solution](#)

187.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[wangjc233's solution](#)

188.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[wangjc233's solution](#)

189.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[wangjc233's solution](#)

190.

1972D1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[wangjc233's solution](#)

191.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings
[wangjc233's solution](#)

192.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[wangjc233's solution](#)

193.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[wangjc233's solution](#)

194.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[wangjc233's solution](#)

195.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[wangjc233's solution](#)

196.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[wangjc233's solution](#)

197.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation
[wangjc233's solution](#)

198.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
[wangjc233's solution](#)

199.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, two pointers
[wangjc233's solution](#)

200.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[wangjc233's solution](#)

201.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[wangjc233's solution](#)

202.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths
[wangjc233's solution](#)

203.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[wangjc233's solution](#)

204.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
[wangjc233's solution](#)

205.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, strings
[wangjc233's solution](#)

206.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[wangjc233's solution](#)

207.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[wangjc233's solution](#)

208.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation
[wangjc233's solution](#)

209.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, ternary search
[wangjc233's solution](#)

210.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wangjc233's solution](#)

211.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[wangjc233's solution](#)

212.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[wangjc233's solution](#)

213.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: strings
[wangjc233's solution](#)

214.

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[wangjc233's solution](#)

215.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[wangjc233's solution](#)

216.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[wangjc233's solution](#)

217.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

strings

[wangjc233's solution](#)

218.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wangjc233's solution](#)

219.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[wangjc233's solution](#)

220.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[wangjc233's solution](#)

221.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[wangjc233's solution](#)

222.

1722E

[Counting Rectangles](#) · [Tutorial](#)

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation

[wangjc233's solution](#)

223.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[wangjc233's solution](#)

224.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[wangjc233's solution](#)

225.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[wangjc233's solution](#)

226.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[wangjc233's solution](#)

227.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[wangjc233's solution](#)

228.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[wangjc233's solution](#)

229.

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[wangjc233's solution](#)

230.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[wangjc233's solution](#)

231.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths, trees
[wangjc233's solution](#)

232.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[wangjc233's solution](#)

233.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers
[wangjc233's solution](#)

234.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation
[wangjc233's solution](#)

235.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings
[wangjc233's solution](#)

236.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,172 global accepts · Rating: 1600 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings
[wangjc233's solution](#)

237.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, number theory
[wangjc233's solution](#)

238.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms
[wangjc233's solution](#)

239.

453A

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

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: probabilities
[wangjc233's solution](#)

240.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, two pointers
[wangjc233's solution](#)

241.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[wangjc233's solution](#)

242.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees
[wangjc233's solution](#)

243.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[wangjc233's solution](#)

244.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[wangjc233's solution](#)

245.

476C

[Dreamoon and Sums](#) · [Tutorial](#)

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: math
[wangjc233's solution](#)

246.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[wangjc233's solution](#)

247.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[wangjc233's solution](#)

248.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[wangjc233's solution](#)

249.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[wangjc233's solution](#)

250.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[wangjc233's solution](#)

251.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[wangjc233's solution](#)

252.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[wangjc233's solution](#)

253.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[wangjc233's solution](#)

254.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[wangjc233's solution](#)

255.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[wangjc233's solution](#)

256.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[wangjc233's solution](#)

257.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[wangjc233's solution](#)

258.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[wangjc233's solution](#)

259.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[wangjc233's solution](#)

260.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[wangjc233's solution](#)

261.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[wangjc233's solution](#)

262.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[wangjc233's solution](#)

263.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[wangjc233's solution](#)

264.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[wangjc233's solution](#)

265.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[wangjc233's solution](#)

266.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[wangjc233's solution](#)

267.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, geometry, math

[wangjc233's solution](#)

268.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs

and similar, graphs, trees

[wangjc233's solution](#)

269.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[wangjc233's solution](#)

270.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, trees

[wangjc233's solution](#)

271.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[wangjc233's solution](#)

272.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[wangjc233's solution](#)

273.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[wangjc233's solution](#)

274.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[wangjc233's solution](#)

275.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[wangjc233's solution](#)

276.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[wangjc233's solution](#)

277.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[wangjc233's solution](#)

278.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[wangjc233's solution](#)

279.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[wangjc233's solution](#)

280.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[wangjc233's solution](#)

281.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[wangjc233's solution](#)

282.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[wangjc233's solution](#)

283.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[wangjc233's solution](#)

284.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[wangjc233's solution](#)

285.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[wangjc233's solution](#)

286.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[wangjc233's solution](#)

287.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[wangjc233's solution](#)

288.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[wangjc233's solution](#)

289.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, math
[wangjc233's solution](#)

290.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2025-01-06 · last AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math
[wangjc233's solution](#)

291.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp
[wangjc233's solution](#)

292.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 1800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[wangjc233's solution](#)

293.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[wangjc233's solution](#)

294.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[wangjc233's solution](#)

295.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math
[wangjc233's solution](#)

296.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[wangjc233's solution](#)

297.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
[wangjc233's solution](#)

298.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[wangjc233's solution](#)

299.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2024-08-27 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, games,

math, probabilities

[wangjc233's solution](#)

300.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[wangjc233's solution](#)

301.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[wangjc233's solution](#)

302.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[wangjc233's solution](#)

303.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[wangjc233's solution](#)

304.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,945 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, implementation

[wangjc233's solution](#)

305.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[wangjc233's solution](#)

306.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wangjc233's solution](#)

307.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[wangjc233's solution](#)

308.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[wangjc233's solution](#)

309.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[wangjc233's solution](#)

310.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[wangjc233's solution](#)

311.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wangjc233's solution](#)

312.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[wangjc233's solution](#)

313.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[wangjc233's solution](#)

314.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp

[wangjc233's solution](#)

315.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[wangjc233's solution](#)

316.

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[wangjc233's solution](#)

317.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: games

[wangjc233's solution](#)

318.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[wangjc233's solution](#)

319.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[wangjc233's solution](#)

320.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[wangjc233's solution](#)

321.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[wangjc233's solution](#)

322.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[wangjc233's solution](#)

323.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[wangjc233's solution](#)

324.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[wangjc233's solution](#)

325.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[wangjc233's solution](#)

326.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[wangjc233's solution](#)

327.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[wangjc233's solution](#)

328.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[wangjc233's solution](#)

329.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[wangjc233's solution](#)

330.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[wangjc233's solution](#)

331.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[wangjc233's solution](#)

332.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[wangjc233's solution](#)

333.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[wangjc233's solution](#)

334.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[wangjc233's solution](#)

335.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[wangjc233's solution](#)

336.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[wangjc233's solution](#)

337.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[wangjc233's solution](#)

338.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2024-05-26 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[wangjc233's solution](#)

339.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: games

[wangjc233's solution](#)

340.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[wangjc233's solution](#)

341.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[wangjc233's solution](#)

342.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[wangjc233's solution](#)

343.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[wangjc233's solution](#)

344.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[wangjc233's solution](#)

345.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[wangjc233's solution](#)

346.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[wangjc233's solution](#)

347.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[wangjc233's solution](#)

348.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[wangjc233's solution](#)

349.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[wangjc233's solution](#)

350.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · Tutorial

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[wangjc233's solution](#)

351.

2065H

[Bro Thinks He's Him](#) · Tutorial

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[wangjc233's solution](#)

352.

2013E

[Prefix GCD](#) · Tutorial

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[wangjc233's solution](#)

353.

865D

[Buy Low Sell High](#) · Tutorial

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[wangjc233's solution](#)

354.

1973D

[Cat, Fox and Maximum Array Split](#) · Tutorial

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[wangjc233's solution](#)

355.

2165D

[Path Split](#) · Tutorial

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[wangjc233's solution](#)

356.

1934E

[Weird LCM Operations](#) · Tutorial

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, number theory

[wangjc233's solution](#)

357.

2095C

[Would It Be Unrated?](#) · Tutorial

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, brute force

[wangjc233's solution](#)

358.

2095B

[Plinko](#) · Tutorial

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[wangjc233's solution](#)

359.

2095D

[Where Am I?](#) · Tutorial

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[wangjc233's solution](#)

360.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures
[wangjc233's solution](#)

361.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

362.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

363.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

364.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

365.

104354E

[we+5n8b](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

366.

104354C

[Toxel N Tugripu b Vh](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

367.

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

368.

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

369.

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

370.

104354A

[\AsmIn8'SW](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

371.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

372.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

373.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

374.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

375.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

376.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

377.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

378.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

379.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

380.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

381.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

382.

102899I

[KK f n t p h ě](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

383.

102899H

[KK N t s a o s](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

384.

102899I

[KK N p e y h](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

385.

102899J

[KK N t r i a l](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

386.

102899K

[KK N t u t n ě](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

387.

102899G

[KK w t r i a l](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

388.

102899F

[KK N t r i a l](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

389.

102899E

[KK N t r i a l](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

390.

102899D

[KK N t r i a l](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

391.

102899C

[KK f t e a g a l](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

392.

102899B

[KK f t a o u l](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

393.

102899A

[KK u: Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

394.

104545J

[Joyful Feast of the Gods · Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

395.

103987D

[Hard Tasks · Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

396.

103987C

[Make it in a Line · Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

397.

103987B

[Rule 110 · Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

398.

103987A

[Calculus · Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

399.

104101E

[Cutting with Lines !a Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

400.

104101I

[Digit Problem · Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

401.

104101H

[Beautiful String · Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

402.

104101G

[Red Black Tree · Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

403.

104101B

[Steel of Heart · Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

404.

104101K

[Bit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

405.

104101F

[Survivor](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

406.

104101L

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

407.

104101J

[Simple Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

408.

104101C

[Add 9 Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

409.

104101A

[OP](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

410.

103115C

[chino with minimum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

411.

103115H

[cocktail with pony](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

412.

103115F

[chino with ball](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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413.

103115B

[cocktail with hearthstone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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414.

103115I

[chino with mates](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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415.

103115E

[is the order of a rabbit ??](#) · Tutorial

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[wangjc233's solution](#)

416.

103115G

[cocktail with snake](#) · Tutorial

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417.

103115J

[do NOT a=2b](#) · Tutorial

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418.

103115D

[cocktail with swap](#) · Tutorial

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

419.

103115K

[chino with c language](#) · Tutorial

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

420.

104833B

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Rating: — · first AC: 2024-10-03 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

421.

105160H

[SAQmsUR6v,,u^Ñ](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

422.

105160B

[OÄWeTe'WW](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

423.

105160E

[f\(äe rjal](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

424.

105160F

[SAQmsUR6v,,_ b](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

425.

105160J

[Ntitorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

426.

105160D

[eTWa8b](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

427.

105160G

[w0jPn8b](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

428.

105160K

[s_bep~Ä\(easy\)](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

429.

105160I

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[wangjc233's solution](#)

430.

105160L

[s_bep~Ä\(hard\)](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

431.

105160M

[..TQep~Ä](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

432.

105160C

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Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

433.

105160A

[bT/AÄÄN°](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

434.

104833C

[0J000f0F \[fY¹](#)

Rating: — · first AC: 2024-10-03 · last AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

435.

104833K

[Devil's Recitation !aTutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

436.

104833I

[A = B · Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

437.

104833G

[.R -Äy Hard Versiony](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

438.

104833F

[.R -Äy Easy Versiony](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

439.

104833J

[Devil's Recitation I: Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

440.

104833E

[b%7bSrlaN*](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

441.

104833H

[Sterling](#) · Tutorial

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

442.

104833L

[Q@zsilNKk{](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

443.

104833D

[LR SORT](#) · Tutorial

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

444.

104833M

[n SCMa,,N2](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

445.

104833A

[Locked Calculator](#) · Tutorial

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

446.

104833N

[hBgerr/QkNö](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

447.

102897L

[TtU](#) Tutorial

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

448.

102897G

[New Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

449.

102897F

[kita Npyeria](#)

Rating: — · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

450.

102897C

[BBpigeon Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

451.

102897H

[Hsueh- Draw Progress](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

452.

102897D

[Palindrome Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

453.

102897I

[BM eAmo](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

454.

102897J

[Ytkehd](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

455.

102897E

[BM QETUeal](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

456.

102897K

[Kwods Find Kth Element](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

457.

102897B

[BM \(-Teag\)](#)

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[wangjc233's solution](#)

458.

104322E

[Mabinogion](#) · [Tutorial](#)

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459.

104322L

[Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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460.

104322K

[SanGob](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

461.

104322J

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

462.

104322I

[Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

463.

104322H

[Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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464.

104322D

[Tadokoro Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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465.

104322M

[NOCWA](#) · [k1e1z](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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466.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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467.

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

468.

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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469.

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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470.

104459H

[Wandering Robot](#) · [Tutorial](#)

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471.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

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472.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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473.

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

474.

104880H

[wē + 5NǚǑ](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

475.

104880G

[wǒ + ǒ + Mǔ](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

476.

104880N

[Purble Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

477.

104880K

[Power Shift](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

478.

104880J

[while \(1\) replace;](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

479.

104880F

[pǔ + ǒ + ǒ + l](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

480.

104880E

[Serval v.](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wangjc233's solution](#)

481.

104880D

[eXONKkL](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

482.

104880C

[T'Upaja](#)

Rating: — · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

483.

104880B

[kONoTaq](#)

Rating: — · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

484.

104880A

[Well Rested](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

485.

104725H

[Wj&N2n8b](#)

Rating: — · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

486.

104611C

[Tutorialü](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

487.

104611B

[square game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

488.

104611F

[LeWONaf](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

489.

104611A

[AutA23](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

490.

104725B

[EqcNKf'](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

491.

104725F

[gTnSG\[P^R](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

492.

104725L

[Q108b](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

493.

104725A

[u7421jeQ•N](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

494.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wangjc233's solution](#)

495.

105336G

[uT40rgQm](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

496.

105335G

[Glory Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

497.

105336J

[bTg](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

498.

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

499.

105335C

[Cattering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

500.

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

501.

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

502.

105336D

[xTb%lāx Vh](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wangjc233's solution](#)

503.

105336B

[Qx-Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

504.

105336K

[SÖLÖPn8b](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

505.

105336L

[Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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506.

104745K

[Óscar and his battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

507.

104745F

[Harry Potter in CMS](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[wangjc233's solution](#)

508.

104745D

[jbum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[wangjc233's solution](#)

509.

104745E

[Looking for palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[wangjc233's solution](#)

510.

104745C

[Maximum profit](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[wangjc233's solution](#)

511.

104745B

[Operation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

512.

104745A

[Saving the cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[wangjc233's solution](#)

513.

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

514.

105184I

[Subnet](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[wangjc233's solution](#)

515.

105184K

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