

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

<https://cfelitetracker.vercel.app>

# Unique solved — wangxiwen

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

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

Filters: none

Count: 1,528

- 1.**  
2157A  
[Dungeon Equilibrium](#) · [Tutorial](#)  
Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[wangxiwen's solution](#)
- 2.**  
2053A  
[Tender Carpenter](#) · [Tutorial](#)  
Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math  
[wangxiwen's solution](#)
- 3.**  
1863A  
[Channel](#) · [Tutorial](#)  
Quality: 18,872 global accepts · Rating: 800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[wangxiwen's solution](#)
- 4.**  
2003B  
[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)  
Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[wangxiwen's solution](#)
- 5.**  
2003A  
[Turtle and Good Strings](#) · [Tutorial](#)  
Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[wangxiwen's solution](#)
- 6.**  
1995A  
[Diagonals](#) · [Tutorial](#)  
Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[wangxiwen's solution](#)
- 7.**  
1864A  
[Increasing and Decreasing](#) · [Tutorial](#)  
Quality: 21,420 global accepts · Rating: 800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[wangxiwen's solution](#)
- 8.**  
1930A  
[Maximise The Score](#) · [Tutorial](#)  
Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[wangxiwen's solution](#)
- 9.**  
1929A  
[Sasha and the Beautiful Array](#) · [Tutorial](#)  
Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[wangxiwen's solution](#)

**10.**

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[wangxiwen's solution](#)

**11.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[wangxiwen's solution](#)

**12.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
[wangxiwen's solution](#)

**13.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[wangxiwen's solution](#)

**14.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[wangxiwen's solution](#)

**15.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[wangxiwen's solution](#)

**16.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[wangxiwen's solution](#)

**17.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,987 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[wangxiwen's solution](#)

**18.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings  
[wangxiwen's solution](#)

**19.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**20.**

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[wangxiwen's solution](#)

- 21.**  
1846A  
[Rudolph and Cut the Rope](#) · [Tutorial](#)  
Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[wangxiwen's solution](#)
- 22.**  
1841A  
[Game with Board](#) · [Tutorial](#)  
Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
[wangxiwen's solution](#)
- 23.**  
1809A  
[Garland](#) · [Tutorial](#)  
Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)
- 24.**  
999A  
[Mishka and Contest](#) · [Tutorial](#)  
Quality: 25,328 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[wangxiwen's solution](#)
- 25.**  
1504A  
[Déjà Vu](#) · [Tutorial](#)  
Quality: 22,802 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[wangxiwen's solution](#)
- 26.**  
1536A  
[Omkar and Bad Story](#) · [Tutorial](#)  
Quality: 20,771 global accepts · Rating: 800 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms  
[wangxiwen's solution](#)
- 27.**  
1796A  
[Typical Interview Problem](#) · [Tutorial](#)  
Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[wangxiwen's solution](#)
- 28.**  
1766A  
[Extremely Round](#) · [Tutorial](#)  
Quality: 46,011 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[wangxiwen's solution](#)
- 29.**  
1374A  
[Required Remainder](#) · [Tutorial](#)  
Quality: 64,181 global accepts · Rating: 800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: math  
[wangxiwen's solution](#)
- 30.**  
1690C  
[Restoring the Duration of Tasks](#) · [Tutorial](#)  
Quality: 28,093 global accepts · Rating: 800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[wangxiwen's solution](#)
- 31.**  
1690B  
[Array Decrements](#) · [Tutorial](#)  
Quality: 26,933 global accepts · Rating: 800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[wangxiwen's solution](#)

**32.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,629 global accepts · Rating: 800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[wangxiwen's solution](#)

**33.**

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[wangxiwen's solution](#)

**34.**

1783A

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

Quality: 48,717 global accepts · Rating: 800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings  
[wangxiwen's solution](#)

**35.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[wangxiwen's solution](#)

**36.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[wangxiwen's solution](#)

**37.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[wangxiwen's solution](#)

**38.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[wangxiwen's solution](#)

**39.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
[wangxiwen's solution](#)

**40.**

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[wangxiwen's solution](#)

**41.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[wangxiwen's solution](#)

42.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[wangxiwen's solution](#)

43.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[wangxiwen's solution](#)

44.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[wangxiwen's solution](#)

45.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-12 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wangxiwen's solution](#)

46.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-10-12 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[wangxiwen's solution](#)

47.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[wangxiwen's solution](#)

48.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[wangxiwen's solution](#)

49.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[wangxiwen's solution](#)

50.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[wangxiwen's solution](#)

51.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[wangxiwen's solution](#)

52.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[wangxiwen's solution](#)

**53.**

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**54.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-13 · last AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[wangxiwen's solution](#)

**55.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-13 · last AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: math  
[wangxiwen's solution](#)

**56.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-09 · last AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[wangxiwen's solution](#)

**57.**

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[wangxiwen's solution](#)

**58.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[wangxiwen's solution](#)

**59.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings  
[wangxiwen's solution](#)

**60.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory  
[wangxiwen's solution](#)

**61.**

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[wangxiwen's solution](#)

**62.**

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation  
[wangxiwen's solution](#)

**63.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[wangxiwen's solution](#)

**64.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[wangxiwen's solution](#)

**65.**

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[wangxiwen's solution](#)

**66.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[wangxiwen's solution](#)

**67.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[wangxiwen's solution](#)

**68.**

1711A

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

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

**69.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
[wangxiwen's solution](#)

**70.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[wangxiwen's solution](#)

**71.**

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[wangxiwen's solution](#)

**72.**

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[wangxiwen's solution](#)

**73.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[wangxiwen's solution](#)

- 74.**  
1671A  
[String Building](#) · [Tutorial](#)  
Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)
- 75.**  
1698A  
[XOR Mixup](#) · [Tutorial](#)  
Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force  
[wangxiwen's solution](#)
- 76.**  
1688A  
[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)  
Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-04 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force  
[wangxiwen's solution](#)
- 77.**  
1688B  
[Patchouli's Magical Talisman](#) · [Tutorial](#)  
Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-04 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings  
[wangxiwen's solution](#)
- 78.**  
1207A  
[There Are Two Types Of Burgers](#) · [Tutorial](#)  
Quality: 23,388 global accepts · Rating: 800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
[wangxiwen's solution](#)
- 79.**  
1634A  
[Reverse and Concatenate](#) · [Tutorial](#)  
Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[wangxiwen's solution](#)
- 80.**  
919A  
[Supermarket](#) · [Tutorial](#)  
Quality: 16,957 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[wangxiwen's solution](#)
- 81.**  
1602A  
[Two Subsequences](#) · [Tutorial](#)  
Quality: 19,723 global accepts · Rating: 800 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)
- 82.**  
1514A  
[Perfectly Imperfect Array](#) · [Tutorial](#)  
Quality: 25,368 global accepts · Rating: 800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[wangxiwen's solution](#)
- 83.**  
1096A  
[Find Divisible](#) · [Tutorial](#)  
Quality: 19,632 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[wangxiwen's solution](#)
- 84.**  
1234A  
[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,554 global accepts · Rating: 800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[wangxiwen's solution](#)

**85.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wangxiwen's solution](#)

**86.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**87.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[wangxiwen's solution](#)

**88.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[wangxiwen's solution](#)

**89.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-06 · last AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**90.**

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, implementation

[wangxiwen's solution](#)

**91.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, sortings

[wangxiwen's solution](#)

**92.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,279 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**93.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[wangxiwen's solution](#)

**94.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,407 global accepts · Rating: 800 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**95.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[wangxiwen's solution](#)

**96.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[wangxiwen's solution](#)

**97.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[wangxiwen's solution](#)

**98.**

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[wangxiwen's solution](#)

**99.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**100.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,704 global accepts · Rating: 800 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[wangxiwen's solution](#)

**101.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[wangxiwen's solution](#)

**102.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[wangxiwen's solution](#)

**103.**

233A

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

Quality: 49,149 global accepts · Rating: 800 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**104.**

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[wangxiwen's solution](#)

**105.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[wangxiwen's solution](#)

**106.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,141 global accepts · Rating: 800 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: implementation, math  
[wangxiwen's solution](#)

**107.**

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 800 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: brute force  
[wangxiwen's solution](#)

**108.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,670 global accepts · Rating: 800 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: math, probabilities  
[wangxiwen's solution](#)

**109.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,824 global accepts · Rating: 800 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: brute force, math  
[wangxiwen's solution](#)

**110.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[wangxiwen's solution](#)

**111.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[wangxiwen's solution](#)

**112.**

1875A

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

Quality: 46,998 global accepts · Rating: 900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[wangxiwen's solution](#)

**113.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[wangxiwen's solution](#)

**114.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,868 global accepts · Rating: 900 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[wangxiwen's solution](#)

**115.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[wangxiwen's solution](#)

**116.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**117.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,586 global accepts · Rating: 900 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: math  
[wangxiwen's solution](#)

**118.**

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[wangxiwen's solution](#)

**119.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[wangxiwen's solution](#)

**120.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[wangxiwen's solution](#)

**121.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings  
[wangxiwen's solution](#)

**122.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: math  
[wangxiwen's solution](#)

**123.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[wangxiwen's solution](#)

**124.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[wangxiwen's solution](#)

**125.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,548 global accepts · Rating: 900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[wangxiwen's solution](#)

**126.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[wangxiwen's solution](#)

**127.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[wangxiwen's solution](#)

**128.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation  
[wangxiwen's solution](#)

**129.**

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[wangxiwen's solution](#)

**130.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · last AC: 2022-05-19 · GNU C++11 (first AC) · Tags: brute force, math  
[wangxiwen's solution](#)

**131.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory  
[wangxiwen's solution](#)

**132.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[wangxiwen's solution](#)

**133.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,714 global accepts · Rating: 900 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[wangxiwen's solution](#)

**134.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,988 global accepts · Rating: 900 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[wangxiwen's solution](#)

**135.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**136.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[wangxiwen's solution](#)

**137.**

424A

[Squats](#) · [Tutorial](#)

Quality: 9,186 global accepts · Rating: 900 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**138.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

math, number theory  
[wangxiwen's solution](#)

**139.**

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[wangxiwen's solution](#)

**140.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[wangxiwen's solution](#)

**141.**

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, schedules  
[wangxiwen's solution](#)

**142.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,685 global accepts · Rating: 900 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation  
[wangxiwen's solution](#)

**143.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**144.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: brute force, geometry  
[wangxiwen's solution](#)

**145.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[wangxiwen's solution](#)

**146.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[wangxiwen's solution](#)

**147.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[wangxiwen's solution](#)

**148.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**149.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[wangxiwen's solution](#)

**150.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[wangxiwen's solution](#)

**151.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**152.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,927 global accepts · Rating: 1000 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[wangxiwen's solution](#)

**153.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[wangxiwen's solution](#)

**154.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[wangxiwen's solution](#)

**155.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[wangxiwen's solution](#)

**156.**

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[wangxiwen's solution](#)

**157.**

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings  
[wangxiwen's solution](#)

**158.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math  
[wangxiwen's solution](#)

**159.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**160.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[wangxiwen's solution](#)

**161.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[wangxiwen's solution](#)

**162.**

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[wangxiwen's solution](#)

**163.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
[wangxiwen's solution](#)

**164.**

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[wangxiwen's solution](#)

**165.**

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings  
[wangxiwen's solution](#)

**166.**

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**167.**

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**168.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**169.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[wangxiwen's solution](#)

**170.**

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 1000 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**171.**

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[wangxiwen's solution](#)

**172.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2021-04-10 · last AC: 2021-11-26 · GNU C++11 (first AC) · Tags: math

[wangxiwen's solution](#)

**173.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[wangxiwen's solution](#)

**174.**

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**175.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**176.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: math

[wangxiwen's solution](#)

**177.**

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: implementation

[wangxiwen's solution](#)

**178.**

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[wangxiwen's solution](#)

**179.**

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[wangxiwen's solution](#)

**180.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[wangxiwen's solution](#)

**181.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[wangxiwen's solution](#)

**182.**

1793B

[Fedya and Array](#) · Tutorial

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wangxiwen's solution](#)

**183.**

1783B

[Matrix of Differences](#) · Tutorial

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wangxiwen's solution](#)

**184.**

1593D1

[All are Same](#) · Tutorial

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[wangxiwen's solution](#)

**185.**

1762B

[Make Array Good](#) · Tutorial

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[wangxiwen's solution](#)

**186.**

1760E

[Binary Inversions](#) · Tutorial

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[wangxiwen's solution](#)

**187.**

1741C

[Minimize the Thickness](#) · Tutorial

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-12 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[wangxiwen's solution](#)

**188.**

1729C

[Jumping on Tiles](#) · Tutorial

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-13 · last AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[wangxiwen's solution](#)

**189.**

1726B

[Mainak and Interesting Sequence](#) · Tutorial

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[wangxiwen's solution](#)

**190.**

1712C

[Sort Zero](#) · Tutorial

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[wangxiwen's solution](#)

**191.**

1702C

[Train and Queries](#) · Tutorial

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[wangxiwen's solution](#)

**192.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[wangxiwen's solution](#)

**193.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[wangxiwen's solution](#)

**194.**

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[wangxiwen's solution](#)

**195.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[wangxiwen's solution](#)

**196.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[wangxiwen's solution](#)

**197.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[wangxiwen's solution](#)

**198.**

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[wangxiwen's solution](#)

**199.**

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[wangxiwen's solution](#)

**200.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,004 global accepts · Rating: 1100 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[wangxiwen's solution](#)

**201.**

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wangxiwen's solution](#)

**202.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[wangxiwen's solution](#)

**203.**

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,028 global accepts · Rating: 1100 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[wangxiwen's solution](#)

**204.**

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**205.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[wangxiwen's solution](#)

**206.**

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: math, number theory

[wangxiwen's solution](#)

**207.**

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[wangxiwen's solution](#)

**208.**

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[wangxiwen's solution](#)

**209.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[wangxiwen's solution](#)

**210.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[wangxiwen's solution](#)

**211.**

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[wangxiwen's solution](#)

**212.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[wangxiwen's solution](#)

### 213.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[wangxiwen's solution](#)

### 214.

1875B

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

Rating: 1200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[wangxiwen's solution](#)

### 215.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math  
[wangxiwen's solution](#)

### 216.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings  
[wangxiwen's solution](#)

### 217.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[wangxiwen's solution](#)

### 218.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[wangxiwen's solution](#)

### 219.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[wangxiwen's solution](#)

### 220.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

### 221.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,712 global accepts · Rating: 1200 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[wangxiwen's solution](#)

### 222.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, strings

[wangxiwen's solution](#)

## 223.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[wangxiwen's solution](#)

## 224.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[wangxiwen's solution](#)

## 225.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[wangxiwen's solution](#)

## 226.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-09-13 · last AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[wangxiwen's solution](#)

## 227.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[wangxiwen's solution](#)

## 228.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[wangxiwen's solution](#)

## 229.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[wangxiwen's solution](#)

## 230.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[wangxiwen's solution](#)

## 231.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[wangxiwen's solution](#)

## 232.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[wangxiwen's solution](#)

**233.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[wangxiwen's solution](#)

**234.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[wangxiwen's solution](#)

**235.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[wangxiwen's solution](#)

**236.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[wangxiwen's solution](#)

**237.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers  
[wangxiwen's solution](#)

**238.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[wangxiwen's solution](#)

**239.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math  
[wangxiwen's solution](#)

**240.**

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, number theory  
[wangxiwen's solution](#)

**241.**

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[wangxiwen's solution](#)

**242.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wangxiwen's solution](#)

**243.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[wangxiwen's solution](#)

**244.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,863 global accepts · Rating: 1200 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[wangxiwen's solution](#)

**245.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[wangxiwen's solution](#)

**246.**

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[wangxiwen's solution](#)

**247.**

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[wangxiwen's solution](#)

**248.**

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**249.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**250.**

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[wangxiwen's solution](#)

**251.**

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[wangxiwen's solution](#)

**252.**

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**253.**

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
[wangxiwen's solution](#)

**254.**

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[wangxiwen's solution](#)

**255.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[wangxiwen's solution](#)

**256.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: math, number theory

[wangxiwen's solution](#)

**257.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[wangxiwen's solution](#)

**258.**

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: implementation

[wangxiwen's solution](#)

**259.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[wangxiwen's solution](#)

**260.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[wangxiwen's solution](#)

**261.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[wangxiwen's solution](#)

**262.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[wangxiwen's solution](#)

**263.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[wangxiwen's solution](#)

**264.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[wangxiwen's solution](#)

**265.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[wangxiwen's solution](#)

**266.**

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-10 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[wangxiwen's solution](#)

**267.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[wangxiwen's solution](#)

**268.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[wangxiwen's solution](#)

**269.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[wangxiwen's solution](#)

**270.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[wangxiwen's solution](#)

**271.**

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[wangxiwen's solution](#)

**272.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[wangxiwen's solution](#)

**273.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-10-12 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees  
[wangxiwen's solution](#)

**274.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math  
[wangxiwen's solution](#)

**275.**

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[wangxiwen's solution](#)

**276.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy  
[wangxiwen's solution](#)

**277.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs  
[wangxiwen's solution](#)

**278.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings  
[wangxiwen's solution](#)

**279.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings  
[wangxiwen's solution](#)

**280.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths  
[wangxiwen's solution](#)

**281.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[wangxiwen's solution](#)

**282.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,111 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[wangxiwen's solution](#)

**283.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees  
[wangxiwen's solution](#)

**284.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy,

implementation, sortings, two pointers

[wangxiwen's solution](#)

**285.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[wangxiwen's solution](#)

**286.**

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[wangxiwen's solution](#)

**287.**

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wangxiwen's solution](#)

**288.**

1602C

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

Rating: 1300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[wangxiwen's solution](#)

**289.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[wangxiwen's solution](#)

**290.**

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[wangxiwen's solution](#)

**291.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[wangxiwen's solution](#)

**292.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · last AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wangxiwen's solution](#)

**293.**

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**294.**

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[wangxiwen's solution](#)

**295.**

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, strings  
[wangxiwen's solution](#)

**296.**

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**297.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[wangxiwen's solution](#)

**298.**

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**299.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings  
[wangxiwen's solution](#)

**300.**

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[wangxiwen's solution](#)

**301.**

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[wangxiwen's solution](#)

**302.**

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory, strings  
[wangxiwen's solution](#)

**303.**

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**304.**

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers  
[wangxiwen's solution](#)

**305.**

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation  
[wangxiwen's solution](#)

**306.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 1300 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: —  
[wangxiwen's solution](#)

**307.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy  
[wangxiwen's solution](#)

**308.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2021-07-21 · last AC: 2021-07-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math  
[wangxiwen's solution](#)

**309.**

4C

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

Quality: 108,144 global accepts · Rating: 1300 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation  
[wangxiwen's solution](#)

**310.**

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2021-07-08 · last AC: 2021-07-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation  
[wangxiwen's solution](#)

**311.**

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy  
[wangxiwen's solution](#)

**312.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: greedy, implementation  
[wangxiwen's solution](#)

**313.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: games, greedy  
[wangxiwen's solution](#)

**314.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[wangxiwen's solution](#)

**315.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math  
[wangxiwen's solution](#)

**316.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[wangxiwen's solution](#)

**317.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[wangxiwen's solution](#)

**318.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[wangxiwen's solution](#)

**319.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[wangxiwen's solution](#)

**320.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory  
[wangxiwen's solution](#)

**321.**

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[wangxiwen's solution](#)

**322.**

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, games  
[wangxiwen's solution](#)

**323.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[wangxiwen's solution](#)

**324.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings  
[wangxiwen's solution](#)

**325.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[wangxiwen's solution](#)

**326.**

1374D

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

Quality: 31,091 global accepts · Rating: 1400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, two pointers  
[wangxiwen's solution](#)

**327.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees  
[wangxiwen's solution](#)

**328.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[wangxiwen's solution](#)

**329.**

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[wangxiwen's solution](#)

**330.**

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers  
[wangxiwen's solution](#)

**331.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[wangxiwen's solution](#)

**332.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[wangxiwen's solution](#)

**333.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[wangxiwen's solution](#)

**334.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings  
[wangxiwen's solution](#)

**335.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[wangxiwen's solution](#)

**336.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[wangxiwen's solution](#)

**337.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers  
[wangxiwen's solution](#)

**338.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[wangxiwen's solution](#)

**339.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings  
[wangxiwen's solution](#)

**340.**

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[wangxiwen's solution](#)

**341.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[wangxiwen's solution](#)

**342.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[wangxiwen's solution](#)

**343.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[wangxiwen's solution](#)

**344.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings  
[wangxiwen's solution](#)

**345.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings  
[wangxiwen's solution](#)

**346.**

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**347.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wangxiwen's solution](#)

**348.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[wangxiwen's solution](#)

**349.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2022-02-21 · last AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[wangxiwen's solution](#)

**350.**

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2021-12-20 · last AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[wangxiwen's solution](#)

**351.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,431 global accepts · Rating: 1400 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[wangxiwen's solution](#)

**352.**

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[wangxiwen's solution](#)

**353.**

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**354.**

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[wangxiwen's solution](#)

**355.**

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**356.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[wangxiwen's solution](#)

**357.**

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[wangxiwen's solution](#)

**358.**

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu

[wangxiwen's solution](#)

**359.**

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 1400 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[wangxiwen's solution](#)

**360.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2021-10-06 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math

[wangxiwen's solution](#)

**361.**

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[wangxiwen's solution](#)

**362.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[wangxiwen's solution](#)

**363.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[wangxiwen's solution](#)

**364.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[wangxiwen's solution](#)

**365.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[wangxiwen's solution](#)

**366.**

1215B

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

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[wangxiwen's solution](#)

**367.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**368.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**369.**

111A

[Petya and Inequiations](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[wangxiwen's solution](#)

**370.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,611 global accepts · Rating: 1400 · first AC: 2021-08-20 · last AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[wangxiwen's solution](#)

**371.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[wangxiwen's solution](#)

**372.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[wangxiwen's solution](#)

**373.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**374.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory  
[wangxiwen's solution](#)

**375.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[wangxiwen's solution](#)

**376.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[wangxiwen's solution](#)

**377.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, sortings  
[wangxiwen's solution](#)

**378.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[wangxiwen's solution](#)

**379.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[wangxiwen's solution](#)

**380.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[wangxiwen's solution](#)

**381.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[wangxiwen's solution](#)

**382.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[wangxiwen's solution](#)

**383.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**384.**

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[wangxiwen's solution](#)

**385.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[wangxiwen's solution](#)

**386.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[wangxiwen's solution](#)

**387.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[wangxiwen's solution](#)

**388.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[wangxiwen's solution](#)

**389.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[wangxiwen's solution](#)

**390.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[wangxiwen's solution](#)

**391.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[wangxiwen's solution](#)

**392.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, two pointers

[wangxiwen's solution](#)

**393.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, math

[wangxiwen's solution](#)

**394.**

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**395.**

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**396.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math

[wangxiwen's solution](#)

**397.**

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**398.**

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[wangxiwen's solution](#)

**399.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[wangxiwen's solution](#)

**400.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2021-08-14 · last AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[wangxiwen's solution](#)

**401.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[wangxiwen's solution](#)

**402.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: \*special, greedy

[wangxiwen's solution](#)

**403.**

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2021-08-13 · last AC: 2021-08-13 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[wangxiwen's solution](#)

**404.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[wangxiwen's solution](#)

**405.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,685 global accepts · Rating: 1400 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: geometry, math

[wangxiwen's solution](#)

**406.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: implementation, trees

[wangxiwen's solution](#)

**407.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2021-08-12 · last AC: 2021-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings

[wangxiwen's solution](#)

**408.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: combinatorics, math

[wangxiwen's solution](#)

**409.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: brute force, math  
[wangxiwen's solution](#)

**410.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: implementation, sortings  
[wangxiwen's solution](#)

**411.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[wangxiwen's solution](#)

**412.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2021-08-10 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: greedy, implementation  
[wangxiwen's solution](#)

**413.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2021-08-09 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: dp, math, number theory  
[wangxiwen's solution](#)

**414.**

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,586 global accepts · Rating: 1400 · first AC: 2021-08-09 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: implementation, math  
[wangxiwen's solution](#)

**415.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2021-08-07 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: data structures, implementation  
[wangxiwen's solution](#)

**416.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2021-08-07 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[wangxiwen's solution](#)

**417.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: math, number theory  
[wangxiwen's solution](#)

**418.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[wangxiwen's solution](#)

**419.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: dp, math, number theory

[wangxiwen's solution](#)

**420.**

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[wangxiwen's solution](#)

**421.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2021-08-05 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: \*special, dp

[wangxiwen's solution](#)

**422.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2021-08-05 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dp, greedy

[wangxiwen's solution](#)

**423.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: implementation, strings

[wangxiwen's solution](#)

**424.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2021-08-04 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[wangxiwen's solution](#)

**425.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2021-08-03 · last AC: 2021-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[wangxiwen's solution](#)

**426.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[wangxiwen's solution](#)

**427.**

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: implementation, math, matrices

[wangxiwen's solution](#)

**428.**

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2021-07-21 · last AC: 2021-07-21 · GNU C++11 (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**429.**

26B

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

Quality: 25,854 global accepts · Rating: 1400 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: greedy

[wangxiwen's solution](#)

**430.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[wangxiwen's solution](#)

**431.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, number theory

[wangxiwen's solution](#)

**432.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[wangxiwen's solution](#)

**433.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[wangxiwen's solution](#)

**434.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[wangxiwen's solution](#)

**435.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[wangxiwen's solution](#)

**436.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[wangxiwen's solution](#)

**437.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, sortings

[wangxiwen's solution](#)

**438.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[wangxiwen's solution](#)

**439.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[wangxiwen's solution](#)

**440.**

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, ternary search

[wangxiwen's solution](#)

**441.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[wangxiwen's solution](#)

**442.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[wangxiwen's solution](#)

**443.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[wangxiwen's solution](#)

**444.**

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[wangxiwen's solution](#)

**445.**

1646C

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

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[wangxiwen's solution](#)

**446.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, number theory

[wangxiwen's solution](#)

**447.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[wangxiwen's solution](#)

**448.**

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[wangxiwen's solution](#)

**449.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[wangxiwen's solution](#)

**450.**

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[wangxiwen's solution](#)

**451.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[wangxiwen's solution](#)

**452.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math  
[wangxiwen's solution](#)

**453.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-22 · last AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation  
[wangxiwen's solution](#)

**454.**

1711C

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

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

**455.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[wangxiwen's solution](#)

**456.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[wangxiwen's solution](#)

**457.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[wangxiwen's solution](#)

**458.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[wangxiwen's solution](#)

**459.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[wangxiwen's solution](#)

**460.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**461.**

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**462.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[wangxiwen's solution](#)

**463.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[wangxiwen's solution](#)

**464.**

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[wangxiwen's solution](#)

**465.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: math  
[wangxiwen's solution](#)

**466.**

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory  
[wangxiwen's solution](#)

**467.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[wangxiwen's solution](#)

**468.**

1084C

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

Quality: 11,661 global accepts · Rating: 1500 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation  
[wangxiwen's solution](#)

**469.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[wangxiwen's solution](#)

**470.**

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: \*special, number theory  
[wangxiwen's solution](#)

**471.**

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, sortings  
[wangxiwen's solution](#)

**472.**

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[wangxiwen's solution](#)

**473.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation  
[wangxiwen's solution](#)

**474.**

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[wangxiwen's solution](#)

**475.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2022-03-03 · last AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[wangxiwen's solution](#)

**476.**

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[wangxiwen's solution](#)

**477.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,550 global accepts · Rating: 1500 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings  
[wangxiwen's solution](#)

**478.**

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[wangxiwen's solution](#)

**479.**

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[wangxiwen's solution](#)

**480.**

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp  
[wangxiwen's solution](#)

**481.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wangxiwen's solution](#)

**482.**

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[wangxiwen's solution](#)

**483.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[wangxiwen's solution](#)

**484.**

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[wangxiwen's solution](#)

**485.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1500 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[wangxiwen's solution](#)

**486.**

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[wangxiwen's solution](#)

**487.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[wangxiwen's solution](#)

**488.**

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[wangxiwen's solution](#)

**489.**

50B

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

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: strings

[wangxiwen's solution](#)

**490.**

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2021-11-24 · last AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[wangxiwen's solution](#)

**491.**

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2021-11-11 · last AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**492.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[wangxiwen's solution](#)

**493.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[wangxiwen's solution](#)

**494.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[wangxiwen's solution](#)

**495.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, two pointers

[wangxiwen's solution](#)

**496.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,463 global accepts · Rating: 1500 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[wangxiwen's solution](#)

**497.**

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[wangxiwen's solution](#)

**498.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[wangxiwen's solution](#)

**499.**

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[wangxiwen's solution](#)

**500.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, dp

[wangxiwen's solution](#)

**501.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[wangxiwen's solution](#)

**502.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: dp, math, matrices

[wangxiwen's solution](#)

**503.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, math

[wangxiwen's solution](#)

**504.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[wangxiwen's solution](#)

**505.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,228 global accepts · Rating: 1500 · first AC: 2021-06-20 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: hashing, implementation

[wangxiwen's solution](#)

**506.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[wangxiwen's solution](#)

**507.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[wangxiwen's solution](#)

**508.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2021-06-14 · last AC: 2024-09-07 · GNU C++11 (first AC) · Tags: math

[wangxiwen's solution](#)

**509.**

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**510.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**511.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, math

[wangxiwen's solution](#)

**512.**

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-11-03 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[wangxiwen's solution](#)

**513.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[wangxiwen's solution](#)

**514.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[wangxiwen's solution](#)

**515.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**516.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[wangxiwen's solution](#)

**517.**

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[wangxiwen's solution](#)

**518.**

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[wangxiwen's solution](#)

**519.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[wangxiwen's solution](#)

**520.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[wangxiwen's solution](#)

**521.**

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**522.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[wangxiwen's solution](#)

**523.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[wangxiwen's solution](#)

**524.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[wangxiwen's solution](#)

**525.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[wangxiwen's solution](#)

**526.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[wangxiwen's solution](#)

**527.**

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[wangxiwen's solution](#)

**528.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[wangxiwen's solution](#)

**529.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[wangxiwen's solution](#)

**530.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[wangxiwen's solution](#)

**531.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[wangxiwen's solution](#)

**532.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[wangxiwen's solution](#)

**533.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**534.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-12 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**535.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search  
[wangxiwen's solution](#)

**536.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings  
[wangxiwen's solution](#)

**537.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[wangxiwen's solution](#)

**538.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[wangxiwen's solution](#)

**539.**

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[wangxiwen's solution](#)

**540.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math  
[wangxiwen's solution](#)

**541.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[wangxiwen's solution](#)

**542.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
[wangxiwen's solution](#)

**543.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers  
[wangxiwen's solution](#)

**544.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[wangxiwen's solution](#)

**545.**

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wangxiwen's solution](#)

**546.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[wangxiwen's solution](#)

**547.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[wangxiwen's solution](#)

**548.**

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[wangxiwen's solution](#)

**549.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wangxiwen's solution](#)

**550.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**551.**

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[wangxiwen's solution](#)

**552.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[wangxiwen's solution](#)

**553.**

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**554.**

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, brute force, implementation

[wangxiwen's solution](#)

**555.**

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings  
[wangxiwen's solution](#)

**556.**

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers  
[wangxiwen's solution](#)

**557.**

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wangxiwen's solution](#)

**558.**

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[wangxiwen's solution](#)

**559.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wangxiwen's solution](#)

**560.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[wangxiwen's solution](#)

**561.**

1475E

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

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[wangxiwen's solution](#)

**562.**

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2021-12-22 · last AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[wangxiwen's solution](#)

**563.**

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[wangxiwen's solution](#)

**564.**

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[wangxiwen's solution](#)

**565.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy  
[wangxiwen's solution](#)

**566.**

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[wangxiwen's solution](#)

**567.**

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: two pointers  
[wangxiwen's solution](#)

**568.**

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**569.**

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing  
[wangxiwen's solution](#)

**570.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths  
[wangxiwen's solution](#)

**571.**

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math  
[wangxiwen's solution](#)

**572.**

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, number theory, two pointers  
[wangxiwen's solution](#)

**573.**

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings  
[wangxiwen's solution](#)

**574.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings  
[wangxiwen's solution](#)

**575.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, implementation

[wangxiwen's solution](#)

**576.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[wangxiwen's solution](#)

**577.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[wangxiwen's solution](#)

**578.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[wangxiwen's solution](#)

**579.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[wangxiwen's solution](#)

**580.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[wangxiwen's solution](#)

**581.**

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, math

[wangxiwen's solution](#)

**582.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2021-07-27 · last AC: 2021-07-27 · GNU C++11 (first AC) · Tags: greedy, sortings

[wangxiwen's solution](#)

**583.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[wangxiwen's solution](#)

**584.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2021-07-24 · last AC: 2021-07-24 · GNU C++11 (first AC) · Tags: math

[wangxiwen's solution](#)

**585.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[wangxiwen's solution](#)

**586.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,518 global accepts · Rating: 1600 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[wangxiwen's solution](#)

**587.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: dfs and similar

[wangxiwen's solution](#)

**588.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[wangxiwen's solution](#)

**589.**

1995B2

[Bouquet \(Hard Version\)](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[wangxiwen's solution](#)

**590.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[wangxiwen's solution](#)

**591.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[wangxiwen's solution](#)

**592.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[wangxiwen's solution](#)

**593.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[wangxiwen's solution](#)

**594.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[wangxiwen's solution](#)

**595.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[wangxiwen's solution](#)

**596.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[wangxiwen's solution](#)

**597.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[wangxiwen's solution](#)

**598.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-25 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[wangxiwen's solution](#)

**599.**

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[wangxiwen's solution](#)

**600.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[wangxiwen's solution](#)

**601.**

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[wangxiwen's solution](#)

**602.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[wangxiwen's solution](#)

**603.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[wangxiwen's solution](#)

**604.**

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[wangxiwen's solution](#)

**605.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[wangxiwen's solution](#)

## 606.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[wangxiwen's solution](#)

## 607.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[wangxiwen's solution](#)

## 608.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[wangxiwen's solution](#)

## 609.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[wangxiwen's solution](#)

## 610.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[wangxiwen's solution](#)

## 611.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[wangxiwen's solution](#)

## 612.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[wangxiwen's solution](#)

## 613.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[wangxiwen's solution](#)

## 614.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[wangxiwen's solution](#)

**615.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[wangxiwen's solution](#)

**616.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[wangxiwen's solution](#)

**617.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[wangxiwen's solution](#)

**618.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[wangxiwen's solution](#)

**619.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[wangxiwen's solution](#)

**620.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[wangxiwen's solution](#)

**621.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[wangxiwen's solution](#)

**622.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[wangxiwen's solution](#)

**623.**

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[wangxiwen's solution](#)

**624.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[wangxiwen's solution](#)

**625.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[wangxiwen's solution](#)

**626.**

1700C

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

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[wangxiwen's solution](#)

**627.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
[wangxiwen's solution](#)

**628.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[wangxiwen's solution](#)

**629.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**630.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[wangxiwen's solution](#)

**631.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy  
[wangxiwen's solution](#)

**632.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2022-06-15 · last AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[wangxiwen's solution](#)

**633.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings  
[wangxiwen's solution](#)

**634.**

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms  
[wangxiwen's solution](#)

**635.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[wangxiwen's solution](#)

**636.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[wangxiwen's solution](#)

**637.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-04 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[wangxiwen's solution](#)

**638.**

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings  
[wangxiwen's solution](#)

**639.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math  
[wangxiwen's solution](#)

**640.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[wangxiwen's solution](#)

**641.**

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths  
[wangxiwen's solution](#)

**642.**

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wangxiwen's solution](#)

**643.**

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**644.**

219D

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

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2021-12-11 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[wangxiwen's solution](#)

**645.**

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings  
[wangxiwen's solution](#)

**646.**

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2021-11-12 · last AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs  
[wangxiwen's solution](#)

**647.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers  
[wangxiwen's solution](#)

**648.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math  
[wangxiwen's solution](#)

**649.**

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[wangxiwen's solution](#)

**650.**

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[wangxiwen's solution](#)

**651.**

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[wangxiwen's solution](#)

**652.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2022-01-30 · last AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings  
[wangxiwen's solution](#)

**653.**

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math  
[wangxiwen's solution](#)

**654.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[wangxiwen's solution](#)

**655.**

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**656.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,475 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**657.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[wangxiwen's solution](#)

**658.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**659.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[wangxiwen's solution](#)

**660.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[wangxiwen's solution](#)

**661.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[wangxiwen's solution](#)

**662.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[wangxiwen's solution](#)

**663.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math  
[wangxiwen's solution](#)

**664.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory  
[wangxiwen's solution](#)

**665.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, greedy, implementation, shortest paths

[wangxiwen's solution](#)

**666.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[wangxiwen's solution](#)

**667.**

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[wangxiwen's solution](#)

**668.**

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**669.**

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[wangxiwen's solution](#)

**670.**

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[wangxiwen's solution](#)

**671.**

4D

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

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[wangxiwen's solution](#)

**672.**

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[wangxiwen's solution](#)

**673.**

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[wangxiwen's solution](#)

**674.**

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy

[wangxiwen's solution](#)

**675.**

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[wangxiwen's solution](#)

**676.**

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[wangxiwen's solution](#)

**677.**

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, implementation  
[wangxiwen's solution](#)

**678.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths  
[wangxiwen's solution](#)

**679.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 1700 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings  
[wangxiwen's solution](#)

**680.**

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: \*special, graph matchings, implementation, trees  
[wangxiwen's solution](#)

**681.**

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive  
[wangxiwen's solution](#)

**682.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[wangxiwen's solution](#)

**683.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, sortings  
[wangxiwen's solution](#)

**684.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory  
[wangxiwen's solution](#)

**685.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[wangxiwen's solution](#)

**686.**

1930D1

[Sum over all Substrings \(Easy Version\) · Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings  
[wangxiwen's solution](#)

**687.**

1781D

[Many Perfect Squares · Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[wangxiwen's solution](#)

**688.**

1862F

[Magic Will Save the World · Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp  
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**689.**

1338B

[Edge Weight Assignment · Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees  
[wangxiwen's solution](#)

**690.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-06 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
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**691.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees  
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**692.**

1843F1

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**693.**

1846F

[Rudolph and Mimic · Tutorial](#)

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**694.**

1846E2

[Rudolf and Snowflakes \(hard version\) · Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math  
[wangxiwen's solution](#)

**695.**

1841C

[Ranom Numbers · Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings  
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**696.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[wangxiwen's solution](#)

**697.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[wangxiwen's solution](#)

**698.**

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[wangxiwen's solution](#)

**699.**

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**700.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[wangxiwen's solution](#)

**701.**

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2023-03-10 · last AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities

[wangxiwen's solution](#)

**702.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[wangxiwen's solution](#)

**703.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,472 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[wangxiwen's solution](#)

**704.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[wangxiwen's solution](#)

**705.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[wangxiwen's solution](#)

**706.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wangxiwen's solution](#)

**707.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[wangxiwen's solution](#)

**708.**

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[wangxiwen's solution](#)

**709.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[wangxiwen's solution](#)

**710.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[wangxiwen's solution](#)

**711.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[wangxiwen's solution](#)

**712.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[wangxiwen's solution](#)

**713.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[wangxiwen's solution](#)

**714.**

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[wangxiwen's solution](#)

**715.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[wangxiwen's solution](#)

**716.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[wangxiwen's solution](#)

**717.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-13 · last AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[wangxiwen's solution](#)

**718.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[wangxiwen's solution](#)

**719.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[wangxiwen's solution](#)

**720.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, trees

[wangxiwen's solution](#)

**721.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[wangxiwen's solution](#)

**722.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math, number theory

[wangxiwen's solution](#)

**723.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[wangxiwen's solution](#)

**724.**

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[wangxiwen's solution](#)

**725.**

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math  
[wangxiwen's solution](#)

**726.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
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**727.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[wangxiwen's solution](#)

**728.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings  
[wangxiwen's solution](#)

**729.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers  
[wangxiwen's solution](#)

**730.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-06-03 · last AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers  
[wangxiwen's solution](#)

**731.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**732.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[wangxiwen's solution](#)

**733.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics  
[wangxiwen's solution](#)

**734.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle  
[wangxiwen's solution](#)

**735.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[wangxiwen's solution](#)

**736.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1800 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[wangxiwen's solution](#)

**737.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wangxiwen's solution](#)

**738.**

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[wangxiwen's solution](#)

**739.**

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[wangxiwen's solution](#)

**740.**

1084D

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

Rating: 1800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[wangxiwen's solution](#)

**741.**

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[wangxiwen's solution](#)

**742.**

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[wangxiwen's solution](#)

**743.**

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wangxiwen's solution](#)

**744.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[wangxiwen's solution](#)

**745.**

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[wangxiwen's solution](#)

**746.**

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[wangxiwen's solution](#)

**747.**

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers  
[wangxiwen's solution](#)

**748.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2021-10-19 · last AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp  
[wangxiwen's solution](#)

**749.**

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings  
[wangxiwen's solution](#)

**750.**

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2021-11-15 · last AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force  
[wangxiwen's solution](#)

**751.**

220B

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

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2021-04-10 · last AC: 2022-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures  
[wangxiwen's solution](#)

**752.**

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[wangxiwen's solution](#)

**753.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[wangxiwen's solution](#)

**754.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[wangxiwen's solution](#)

**755.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[wangxiwen's solution](#)

**756.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wangxiwen's solution](#)

**757.**

33C

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

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wangxiwen's solution](#)

**758.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[wangxiwen's solution](#)

**759.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[wangxiwen's solution](#)

**760.**

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[wangxiwen's solution](#)

**761.**

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory, sortings

[wangxiwen's solution](#)

**762.**

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wangxiwen's solution](#)

**763.**

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[wangxiwen's solution](#)

**764.**

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[wangxiwen's solution](#)

**765.**

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2021-11-24 · last AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[wangxiwen's solution](#)

**766.**

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[wangxiwen's solution](#)

**767.**

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math  
[wangxiwen's solution](#)

**768.**

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[wangxiwen's solution](#)

**769.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1800 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[wangxiwen's solution](#)

**770.**

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[wangxiwen's solution](#)

**771.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers  
[wangxiwen's solution](#)

**772.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2021-07-26 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: dp, hashing, strings  
[wangxiwen's solution](#)

**773.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: brute force, data structures, dp  
[wangxiwen's solution](#)

**774.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[wangxiwen's solution](#)

**775.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1800 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, games, implementation  
[wangxiwen's solution](#)

**776.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[wangxiwen's solution](#)

**777.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · last AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

brute force, data structures, dp, dsu, greedy, implementation, sortings

[wangxiwen's solution](#)

**778.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[wangxiwen's solution](#)

**779.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[wangxiwen's solution](#)

**780.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-07-18 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[wangxiwen's solution](#)

**781.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[wangxiwen's solution](#)

**782.**

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[wangxiwen's solution](#)

**783.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[wangxiwen's solution](#)

**784.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[wangxiwen's solution](#)

**785.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[wangxiwen's solution](#)

**786.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[wangxiwen's solution](#)

**787.**

1887A2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[wangxiwen's solution](#)

**788.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-25 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[wangxiwen's solution](#)

**789.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-07-24 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[wangxiwen's solution](#)

**790.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[wangxiwen's solution](#)

**791.**

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[wangxiwen's solution](#)

**792.**

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[wangxiwen's solution](#)

**793.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[wangxiwen's solution](#)

**794.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[wangxiwen's solution](#)

**795.**

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[wangxiwen's solution](#)

**796.**

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[wangxiwen's solution](#)

**797.**

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[wangxiwen's solution](#)

**798.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[wangxiwen's solution](#)

**799.**

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[wangxiwen's solution](#)

**800.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[wangxiwen's solution](#)

**801.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[wangxiwen's solution](#)

**802.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[wangxiwen's solution](#)

**803.**

1585D

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

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[wangxiwen's solution](#)

**804.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[wangxiwen's solution](#)

**805.**

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, two pointers

[wangxiwen's solution](#)

**806.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[wangxiwen's solution](#)

**807.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[wangxiwen's solution](#)

**808.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[wangxiwen's solution](#)

**809.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[wangxiwen's solution](#)

**810.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[wangxiwen's solution](#)

**811.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[wangxiwen's solution](#)

**812.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[wangxiwen's solution](#)

**813.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[wangxiwen's solution](#)

**814.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[wangxiwen's solution](#)

**815.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wangxiwen's solution](#)

**816.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[wangxiwen's solution](#)

**817.**

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings, strings

[wangxiwen's solution](#)

**818.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2022-03-07 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**819.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures  
[wangxiwen's solution](#)

**820.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[wangxiwen's solution](#)

**821.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[wangxiwen's solution](#)

**822.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[wangxiwen's solution](#)

**823.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy  
[wangxiwen's solution](#)

**824.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math  
[wangxiwen's solution](#)

**825.**

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings  
[wangxiwen's solution](#)

**826.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory  
[wangxiwen's solution](#)

**827.**

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp  
[wangxiwen's solution](#)

**828.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[wangxiwen's solution](#)

**829.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2021-12-04 · last AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[wangxiwen's solution](#)

**830.**

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[wangxiwen's solution](#)

**831.**

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[wangxiwen's solution](#)

**832.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[wangxiwen's solution](#)

**833.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[wangxiwen's solution](#)

**834.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[wangxiwen's solution](#)

**835.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[wangxiwen's solution](#)

**836.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

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**837.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-13 · last AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

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**838.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[wangxiwen's solution](#)

**839.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[wangxiwen's solution](#)

**840.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[wangxiwen's solution](#)

**841.**

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[wangxiwen's solution](#)

**842.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[wangxiwen's solution](#)

**843.**

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[wangxiwen's solution](#)

**844.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[wangxiwen's solution](#)

**845.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[wangxiwen's solution](#)

**846.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[wangxiwen's solution](#)

**847.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[wangxiwen's solution](#)

**848.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[wangxiwen's solution](#)

**849.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[wangxiwen's solution](#)

**850.**

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[wangxiwen's solution](#)

**851.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[wangxiwen's solution](#)

**852.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[wangxiwen's solution](#)

**853.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[wangxiwen's solution](#)

**854.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[wangxiwen's solution](#)

**855.**

1077F1

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

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wangxiwen's solution](#)

**856.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[wangxiwen's solution](#)

**857.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math  
[wangxiwen's solution](#)

**858.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[wangxiwen's solution](#)

**859.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[wangxiwen's solution](#)

**860.**

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**861.**

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[wangxiwen's solution](#)

**862.**

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[wangxiwen's solution](#)

**863.**

1092F

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

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[wangxiwen's solution](#)

**864.**

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[wangxiwen's solution](#)

**865.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2021-12-25 · last AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[wangxiwen's solution](#)

**866.**

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, number theory

[wangxiwen's solution](#)

**867.**

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[wangxiwen's solution](#)

**868.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wangxiwen's solution](#)

**869.**

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[wangxiwen's solution](#)

**870.**

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[wangxiwen's solution](#)

**871.**

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wangxiwen's solution](#)

**872.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[wangxiwen's solution](#)

**873.**

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[wangxiwen's solution](#)

**874.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[wangxiwen's solution](#)

**875.**

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[wangxiwen's solution](#)

**876.**

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wangxiwen's solution](#)

**877.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[wangxiwen's solution](#)

**878.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, dp, greedy, sortings, strings

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**879.**

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[wangxiwen's solution](#)

**880.**

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[wangxiwen's solution](#)

**881.**

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[wangxiwen's solution](#)

**882.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, trees

[wangxiwen's solution](#)

**883.**

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[wangxiwen's solution](#)

**884.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[wangxiwen's solution](#)

**885.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[wangxiwen's solution](#)

**886.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

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**887.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, trees

[wangxiwen's solution](#)

**888.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

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**889.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[wangxiwen's solution](#)

**890.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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**891.**

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: implementation, strings

[wangxiwen's solution](#)

**892.**

22D

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Quality: 3,413 global accepts · Rating: 1900 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: greedy, sortings

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**893.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[wangxiwen's solution](#)

**894.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[wangxiwen's solution](#)

**895.**

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[wangxiwen's solution](#)

**896.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[wangxiwen's solution](#)

**897.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[wangxiwen's solution](#)

**898.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[wangxiwen's solution](#)

**899.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[wangxiwen's solution](#)

**900.**

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy  
[wangxiwen's solution](#)

**901.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings  
[wangxiwen's solution](#)

**902.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-07-20 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[wangxiwen's solution](#)

**903.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers  
[wangxiwen's solution](#)

**904.**

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[wangxiwen's solution](#)

**905.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
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**906.**

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**907.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy  
[wangxiwen's solution](#)

**908.**

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, strings  
[wangxiwen's solution](#)

**909.**

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[wangxiwen's solution](#)

**910.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[wangxiwen's solution](#)

**911.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[wangxiwen's solution](#)

**912.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[wangxiwen's solution](#)

**913.**

1763C

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Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[wangxiwen's solution](#)

**914.**

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[wangxiwen's solution](#)

**915.**

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[wangxiwen's solution](#)

**916.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[wangxiwen's solution](#)

**917.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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**918.**

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[wangxiwen's solution](#)

**919.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

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**920.**

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
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**921.**

1288E

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Quality: 4,017 global accepts · Rating: 2000 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
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**922.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation  
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**923.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[wangxiwen's solution](#)

**924.**

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
[wangxiwen's solution](#)

**925.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-12 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings  
[wangxiwen's solution](#)

**926.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[wangxiwen's solution](#)

**927.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
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**928.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory  
[wangxiwen's solution](#)

**929.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[wangxiwen's solution](#)

**930.**

1733D2

[Zero-One \(Hard Version\) · Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
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**931.**

1718B

[Fibonacci Strings · Tutorial](#)

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory  
[wangxiwen's solution](#)

**932.**

1726D

[Edge Split · Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees  
[wangxiwen's solution](#)

**933.**

360B

[Levko and Array · Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp  
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**934.**

803F

[Coprime Subsequences · Tutorial](#)

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory  
[wangxiwen's solution](#)

**935.**

1712D

[Empty Graph · Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths  
[wangxiwen's solution](#)

**936.**

1088D

[Ehab and another another xor problem · Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive  
[wangxiwen's solution](#)

**937.**

1716D

[Chip Move · Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math  
[wangxiwen's solution](#)

**938.**

1716C

[Robot in a Hallway · Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search  
[wangxiwen's solution](#)

**939.**

1514D

[Cut and Stick · Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[wangxiwen's solution](#)

**940.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[wangxiwen's solution](#)

**941.**

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[wangxiwen's solution](#)

**942.**

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2021-12-13 · last AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[wangxiwen's solution](#)

**943.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

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**944.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

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**945.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[wangxiwen's solution](#)

**946.**

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[wangxiwen's solution](#)

**947.**

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[wangxiwen's solution](#)

**948.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[wangxiwen's solution](#)

**949.**

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[wangxiwen's solution](#)

**950.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[wangxiwen's solution](#)

**951.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[wangxiwen's solution](#)

**952.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[wangxiwen's solution](#)

**953.**

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, shortest paths, sortings

[wangxiwen's solution](#)

**954.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[wangxiwen's solution](#)

**955.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wangxiwen's solution](#)

**956.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wangxiwen's solution](#)

**957.**

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**958.**

128C

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2021-12-03 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[wangxiwen's solution](#)

**959.**

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[wangxiwen's solution](#)

**960.**

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[wangxiwen's solution](#)

**961.**

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wangxiwen's solution](#)

**962.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[wangxiwen's solution](#)

**963.**

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[wangxiwen's solution](#)

**964.**

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[wangxiwen's solution](#)

**965.**

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[wangxiwen's solution](#)

**966.**

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[wangxiwen's solution](#)

**967.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[wangxiwen's solution](#)

**968.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[wangxiwen's solution](#)

**969.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[wangxiwen's solution](#)

**970.**

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2021-07-30 · last AC: 2021-07-30 · GNU C++11 (first AC) · Tags: binary search, dp, sortings

[wangxiwen's solution](#)

**971.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, strings  
[wangxiwen's solution](#)

**972.**

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[wangxiwen's solution](#)

**973.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math  
[wangxiwen's solution](#)

**974.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees  
[wangxiwen's solution](#)

**975.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings  
[wangxiwen's solution](#)

**976.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings  
[wangxiwen's solution](#)

**977.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-01-19 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math  
[wangxiwen's solution](#)

**978.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings  
[wangxiwen's solution](#)

**979.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math  
[wangxiwen's solution](#)

**980.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-07 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive  
[wangxiwen's solution](#)

**981.**

1832D1

[Red-Blue Operations \(Easy Version\) · Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[wangxiwen's solution](#)

**982.**

1868B2

[Candy Party \(Hard Version\) · Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[wangxiwen's solution](#)

**983.**

1684E

[MEX vs DIFF · Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-08-18 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[wangxiwen's solution](#)

**984.**

1671E

[Preorder · Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-07-08 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[wangxiwen's solution](#)

**985.**

1667B

[Optimal Partition · Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-06-09 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[wangxiwen's solution](#)

**986.**

1654D

[Potion Brewing Class · Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[wangxiwen's solution](#)

**987.**

1606E

[Arena · Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[wangxiwen's solution](#)

**988.**

1605D

[Treelabeling · Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[wangxiwen's solution](#)

**989.**

1516D

[Cut · Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2023-03-24 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[wangxiwen's solution](#)

**990.**

1538E

[Funny Substrings · Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2023-03-24 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[wangxiwen's solution](#)

**991.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2023-03-24 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy, math

[wangxiwen's solution](#)

**992.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2023-03-23 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[wangxiwen's solution](#)

**993.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[wangxiwen's solution](#)

**994.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[wangxiwen's solution](#)

**995.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[wangxiwen's solution](#)

**996.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[wangxiwen's solution](#)

**997.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[wangxiwen's solution](#)

**998.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[wangxiwen's solution](#)

**999.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2022-11-21 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[wangxiwen's solution](#)

**1000.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-01-17 · last AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[wangxiwen's solution](#)**1001.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[wangxiwen's solution](#)**1002.**

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[wangxiwen's solution](#)**1003.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[wangxiwen's solution](#)**1004.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[wangxiwen's solution](#)**1005.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[wangxiwen's solution](#)**1006.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,998 global accepts · Rating: 2100 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[wangxiwen's solution](#)**1007.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[wangxiwen's solution](#)**1008.**

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[wangxiwen's solution](#)**1009.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[wangxiwen's solution](#)

**1010.**

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[wangxiwen's solution](#)

**1011.**

242D

[Dispute · Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[wangxiwen's solution](#)

**1012.**

1775E

[The Human Equation · Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[wangxiwen's solution](#)

**1013.**

1762D

[GCD Queries · Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[wangxiwen's solution](#)

**1014.**

1767C

[Count Binary Strings · Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[wangxiwen's solution](#)

**1015.**

1771D

[Hossam and \(sub-\)palindromic tree · Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[wangxiwen's solution](#)

**1016.**

1748D

[ConstructOR · Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[wangxiwen's solution](#)

**1017.**

1732C2

[Sheikh \(Hard Version\) · Tutorial](#)

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[wangxiwen's solution](#)

**1018.**

1560F2

[Nearest Beautiful Number \(hard version\) · Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[wangxiwen's solution](#)

**1019.**

1252G

[Performance Review · Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[wangxiwen's solution](#)

**1020.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory  
[wangxiwen's solution](#)

**1021.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings  
[wangxiwen's solution](#)

**1022.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers  
[wangxiwen's solution](#)

**1023.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees  
[wangxiwen's solution](#)

**1024.**

703D

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

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2021-06-05 · last AC: 2022-08-18 · GNU C++11 (first AC) · Tags: data structures  
[wangxiwen's solution](#)

**1025.**

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings  
[wangxiwen's solution](#)

**1026.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs  
[wangxiwen's solution](#)

**1027.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[wangxiwen's solution](#)

**1028.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities  
[wangxiwen's solution](#)

**1029.**

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry  
[wangxiwen's solution](#)

**1030.**

1077F2

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

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[wangxiwen's solution](#)

**1031.**

1207F

[Remainder Problem · Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-12-27 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation  
[wangxiwen's solution](#)

**1032.**

1202C

[You Are Given a WASD-string... · Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings  
[wangxiwen's solution](#)

**1033.**

208E

[Blood Cousins · Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[wangxiwen's solution](#)

**1034.**

166B

[Polygons · Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings  
[wangxiwen's solution](#)

**1035.**

282D

[Yet Another Number Game · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, games  
[wangxiwen's solution](#)

**1036.**

276E

[Little Girl and Problem on Trees · Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees  
[wangxiwen's solution](#)

**1037.**

1637E

[Best Pair · Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation  
[wangxiwen's solution](#)

**1038.**

620E

[New Year Tree · Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees  
[wangxiwen's solution](#)

**1039.**

295C

[Greg and Friends · Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths  
[wangxiwen's solution](#)

**1040.**

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[wangxiwen's solution](#)

**1041.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[wangxiwen's solution](#)

**1042.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[wangxiwen's solution](#)

**1043.**

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[wangxiwen's solution](#)

**1044.**

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[wangxiwen's solution](#)

**1045.**

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[wangxiwen's solution](#)

**1046.**

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2021-12-09 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[wangxiwen's solution](#)

**1047.**

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[wangxiwen's solution](#)

**1048.**

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, probabilities

[wangxiwen's solution](#)

**1049.**

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[wangxiwen's solution](#)

**1050.**

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2021-11-17 · last AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar

[wangxiwen's solution](#)

**1051.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, greedy

[wangxiwen's solution](#)

**1052.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2021-04-13 · last AC: 2021-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[wangxiwen's solution](#)

**1053.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[wangxiwen's solution](#)

**1054.**

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[wangxiwen's solution](#)

**1055.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[wangxiwen's solution](#)

**1056.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[wangxiwen's solution](#)

**1057.**

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[wangxiwen's solution](#)

**1058.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[wangxiwen's solution](#)

**1059.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[wangxiwen's solution](#)

**1060.**

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[wangxiwen's solution](#)

**1061.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**1062.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities  
[wangxiwen's solution](#)

**1063.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[wangxiwen's solution](#)

**1064.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search  
[wangxiwen's solution](#)

**1065.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees  
[wangxiwen's solution](#)

**1066.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees  
[wangxiwen's solution](#)

**1067.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[wangxiwen's solution](#)

**1068.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers  
[wangxiwen's solution](#)

**1069.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp  
[wangxiwen's solution](#)

**1070.**

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2021-12-02 · last AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[wangxiwen's solution](#)**1071.**

1504E

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

Rating: 2200 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[wangxiwen's solution](#)**1072.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[wangxiwen's solution](#)**1073.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[wangxiwen's solution](#)**1074.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[wangxiwen's solution](#)**1075.**

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[wangxiwen's solution](#)**1076.**

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[wangxiwen's solution](#)**1077.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[wangxiwen's solution](#)**1078.**

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[wangxiwen's solution](#)**1079.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[wangxiwen's solution](#)

**1080.**

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[wangxiwen's solution](#)

**1081.**

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[wangxiwen's solution](#)

**1082.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[wangxiwen's solution](#)

**1083.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[wangxiwen's solution](#)

**1084.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[wangxiwen's solution](#)

**1085.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[wangxiwen's solution](#)

**1086.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[wangxiwen's solution](#)

**1087.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[wangxiwen's solution](#)

**1088.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[wangxiwen's solution](#)

**1089.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, sortings, trees

[wangxiwen's solution](#)

**1090.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[wangxiwen's solution](#)

**1091.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[wangxiwen's solution](#)

**1092.**

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[wangxiwen's solution](#)

**1093.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[wangxiwen's solution](#)

**1094.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[wangxiwen's solution](#)

**1095.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wangxiwen's solution](#)

**1096.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[wangxiwen's solution](#)

**1097.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[wangxiwen's solution](#)

**1098.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[wangxiwen's solution](#)

**1099.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[wangxiwen's solution](#)

## 1100.

86D

### [Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-04-13 · last AC: 2022-03-01 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[wangxiwen's solution](#)

## 1101.

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2021-08-08 · last AC: 2022-03-01 · GNU C++11 (first AC) · Tags: data structures

[wangxiwen's solution](#)

## 1102.

628D

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

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wangxiwen's solution](#)

## 1103.

1156D

### [0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[wangxiwen's solution](#)

## 1104.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[wangxiwen's solution](#)

## 1105.

350E

### [Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[wangxiwen's solution](#)

## 1106.

13C

### [Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[wangxiwen's solution](#)

## 1107.

47D

### [Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[wangxiwen's solution](#)

## 1108.

25E

### [Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2021-11-04 · last AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[wangxiwen's solution](#)

## 1109.

906B

### [Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[wangxiwen's solution](#)

**1110.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices  
[wangxiwen's solution](#)

**1111.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings  
[wangxiwen's solution](#)

**1112.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths  
[wangxiwen's solution](#)

**1113.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings  
[wangxiwen's solution](#)

**1114.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[wangxiwen's solution](#)

**1115.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
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**1116.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees  
[wangxiwen's solution](#)

**1117.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees  
[wangxiwen's solution](#)

**1118.**

1468M

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Quality: 1,130 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation  
[wangxiwen's solution](#)

**1119.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[wangxiwen's solution](#)

**1120.**

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[wangxiwen's solution](#)

**1121.**

1875F

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

Rating: 2300 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[wangxiwen's solution](#)

**1122.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[wangxiwen's solution](#)

**1123.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-05-13 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[wangxiwen's solution](#)

**1124.**

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-04-19 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[wangxiwen's solution](#)

**1125.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-04-18 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[wangxiwen's solution](#)

**1126.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-09-13 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[wangxiwen's solution](#)

**1127.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-08-01 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[wangxiwen's solution](#)

**1128.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-08-02 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[wangxiwen's solution](#)

**1129.**

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-08-02 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[wangxiwen's solution](#)

### 1130.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, probabilities

[wangxiwen's solution](#)

### 1131.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[wangxiwen's solution](#)

### 1132.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[wangxiwen's solution](#)

### 1133.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2023-02-07 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[wangxiwen's solution](#)

### 1134.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[wangxiwen's solution](#)

### 1135.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[wangxiwen's solution](#)

### 1136.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-05-10 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[wangxiwen's solution](#)

### 1137.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[wangxiwen's solution](#)

### 1138.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[wangxiwen's solution](#)

**1139.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[wangxiwen's solution](#)

**1140.**

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2022-08-31 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy

[wangxiwen's solution](#)

**1141.**

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-10-04 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[wangxiwen's solution](#)

**1142.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2023-04-19 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[wangxiwen's solution](#)

**1143.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[wangxiwen's solution](#)

**1144.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[wangxiwen's solution](#)

**1145.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[wangxiwen's solution](#)

**1146.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[wangxiwen's solution](#)

**1147.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[wangxiwen's solution](#)

**1148.**

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[wangxiwen's solution](#)

### 1149.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2023-08-22 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[wangxiwen's solution](#)

### 1150.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-08-22 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[wangxiwen's solution](#)

### 1151.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

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### 1152.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[wangxiwen's solution](#)

### 1153.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

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### 1154.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-04-15 · last AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

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### 1155.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[wangxiwen's solution](#)

### 1156.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[wangxiwen's solution](#)

### 1157.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[wangxiwen's solution](#)

**1158.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings  
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**1159.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees  
[wangxiwen's solution](#)

**1160.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
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**1161.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities  
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**1162.**

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees  
[wangxiwen's solution](#)

**1163.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-04-19 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings  
[wangxiwen's solution](#)

**1164.**

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-04-19 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[wangxiwen's solution](#)

**1165.**

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-19 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers  
[wangxiwen's solution](#)

**1166.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices  
[wangxiwen's solution](#)

**1167.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2023-03-11 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings  
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**1168.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[wangxiwen's solution](#)

**1169.**

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: probabilities

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**1170.**

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[wangxiwen's solution](#)

**1171.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

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**1172.**

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[wangxiwen's solution](#)

**1173.**

1085E

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

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[wangxiwen's solution](#)

**1174.**

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

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**1175.**

677E

[Vanya and Balloons](#) · [Tutorial](#)

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**1176.**

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

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**1177.**

845G

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Quality: 2,162 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

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**1178.**

856B

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[wangxiwen's solution](#)

**1179.**

846E

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Quality: 1,028 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[wangxiwen's solution](#)

**1180.**

838E

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Quality: 413 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[wangxiwen's solution](#)

**1181.**

830C

[Bamboo Partition](#) · [Tutorial](#)

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[wangxiwen's solution](#)

**1182.**

825E

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Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[wangxiwen's solution](#)

**1183.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

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**1184.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[wangxiwen's solution](#)

**1185.**

786B

[Legacy](#) · [Tutorial](#)

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[wangxiwen's solution](#)

**1186.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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**1187.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2022-11-22 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

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**1188.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

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[wangxiwen's solution](#)

**1189.**

438D

[The Child and Sequence](#) · [Tutorial](#)

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**1190.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

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**1191.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[wangxiwen's solution](#)

**1192.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[wangxiwen's solution](#)

**1193.**

1451E2

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Quality: 3,379 global accepts · Rating: 2300 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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**1194.**

713C

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Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

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**1195.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2022-03-04 · last AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[wangxiwen's solution](#)

**1196.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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**1197.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[wangxiwen's solution](#)

**1198.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[wangxiwen's solution](#)

**1199.**

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[wangxiwen's solution](#)

**1200.**

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2021-12-22 · last AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[wangxiwen's solution](#)

**1201.**

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[wangxiwen's solution](#)

**1202.**

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[wangxiwen's solution](#)

**1203.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[wangxiwen's solution](#)

**1204.**

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[wangxiwen's solution](#)

**1205.**

50E

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Quality: 432 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math

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**1206.**

24E

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Quality: 1,025 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[wangxiwen's solution](#)

**1207.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

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**1208.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices  
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### 1209.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math  
[wangxiwen's solution](#)

### 1210.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
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### 1211.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry  
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### 1212.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees  
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### 1213.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers  
[wangxiwen's solution](#)

### 1214.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[wangxiwen's solution](#)

### 1215.

1749E

[Cactus Wall](#) · [Tutorial](#)

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### 1216.

335D

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

Quality: 350 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp  
[wangxiwen's solution](#)

### 1217.

1032F

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

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees  
[wangxiwen's solution](#)

### 1218.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math  
[wangxiwen's solution](#)

**1219.**

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

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**1220.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

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**1221.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[wangxiwen's solution](#)

**1222.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[wangxiwen's solution](#)

**1223.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[wangxiwen's solution](#)

**1224.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-01-22 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[wangxiwen's solution](#)

**1225.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2024-01-22 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry

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**1226.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[wangxiwen's solution](#)

**1227.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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**1228.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, two pointers

[wangxiwen's solution](#)

**1229.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[wangxiwen's solution](#)

### 1230.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers  
[wangxiwen's solution](#)

### 1231.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths  
[wangxiwen's solution](#)

### 1232.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory  
[wangxiwen's solution](#)

### 1233.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[wangxiwen's solution](#)

### 1234.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees  
[wangxiwen's solution](#)

### 1235.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees  
[wangxiwen's solution](#)

### 1236.

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory  
[wangxiwen's solution](#)

### 1237.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[wangxiwen's solution](#)

### 1238.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation  
[wangxiwen's solution](#)

**1239.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[wangxiwen's solution](#)

**1240.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[wangxiwen's solution](#)

**1241.**

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[wangxiwen's solution](#)

**1242.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[wangxiwen's solution](#)

**1243.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-07-05 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[wangxiwen's solution](#)

**1244.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[wangxiwen's solution](#)

**1245.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[wangxiwen's solution](#)

**1246.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2021-11-12 · last AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[wangxiwen's solution](#)

**1247.**

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graph matchings, graphs

[wangxiwen's solution](#)

**1248.**

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs

and similar, dp, sortings

[wangxiwen's solution](#)

**1249.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[wangxiwen's solution](#)

**1250.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[wangxiwen's solution](#)

**1251.**

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[wangxiwen's solution](#)

**1252.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[wangxiwen's solution](#)

**1253.**

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[wangxiwen's solution](#)

**1254.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[wangxiwen's solution](#)

**1255.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[wangxiwen's solution](#)

**1256.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[wangxiwen's solution](#)

**1257.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[wangxiwen's solution](#)

**1258.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[wangxiwen's solution](#)

**1259.**

1370F1

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

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[wangxiwen's solution](#)

**1260.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[wangxiwen's solution](#)

**1261.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[wangxiwen's solution](#)

**1262.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2022-09-10 · last AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[wangxiwen's solution](#)

**1263.**

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[wangxiwen's solution](#)

**1264.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wangxiwen's solution](#)

**1265.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[wangxiwen's solution](#)

**1266.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[wangxiwen's solution](#)

**1267.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[wangxiwen's solution](#)

**1268.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wangxiwen's solution](#)

### 1269.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs

[wangxiwen's solution](#)

### 1270.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[wangxiwen's solution](#)

### 1271.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[wangxiwen's solution](#)

### 1272.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[wangxiwen's solution](#)

### 1273.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[wangxiwen's solution](#)

### 1274.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[wangxiwen's solution](#)

### 1275.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[wangxiwen's solution](#)

### 1276.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2021-12-05 · last AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[wangxiwen's solution](#)

### 1277.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-04-12 · last AC: 2021-04-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[wangxiwen's solution](#)

### 1278.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2023-02-14 · last AC: 2025-05-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[wangxiwen's solution](#)

**1279.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[wangxiwen's solution](#)

**1280.**

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[wangxiwen's solution](#)

**1281.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[wangxiwen's solution](#)

**1282.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[wangxiwen's solution](#)

**1283.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[wangxiwen's solution](#)

**1284.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[wangxiwen's solution](#)

**1285.**

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-10-30 · last AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[wangxiwen's solution](#)

**1286.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[wangxiwen's solution](#)

**1287.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[wangxiwen's solution](#)

**1288.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wangxiwen's solution](#)

**1289.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[wangxiwen's solution](#)

**1290.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[wangxiwen's solution](#)

**1291.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-02-06 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[wangxiwen's solution](#)

**1292.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[wangxiwen's solution](#)

**1293.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[wangxiwen's solution](#)

**1294.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-12-10 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[wangxiwen's solution](#)

**1295.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[wangxiwen's solution](#)

**1296.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[wangxiwen's solution](#)

**1297.**

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[wangxiwen's solution](#)

**1298.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[wangxiwen's solution](#)

**1299.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[wangxiwen's solution](#)

**1300.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2022-10-10 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[wangxiwen's solution](#)

**1301.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, implementation

[wangxiwen's solution](#)

**1302.**

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[wangxiwen's solution](#)

**1303.**

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[wangxiwen's solution](#)

**1304.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[wangxiwen's solution](#)

**1305.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[wangxiwen's solution](#)

**1306.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[wangxiwen's solution](#)

**1307.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[wangxiwen's solution](#)

**1308.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-07-05 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[wangxiwen's solution](#)

### 1309.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[wangxiwen's solution](#)

### 1310.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[wangxiwen's solution](#)

### 1311.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[wangxiwen's solution](#)

### 1312.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[wangxiwen's solution](#)

### 1313.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-03-16 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[wangxiwen's solution](#)

### 1314.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[wangxiwen's solution](#)

### 1315.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-06-08 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[wangxiwen's solution](#)

### 1316.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[wangxiwen's solution](#)

### 1317.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[wangxiwen's solution](#)

**1318.**

1673E

[Power or XOR? · Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2023-08-25 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[wangxiwen's solution](#)

**1319.**

1556F

[Sports Betting · Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[wangxiwen's solution](#)

**1320.**

1677D

[Tokitsukaze and Permutations · Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[wangxiwen's solution](#)

**1321.**

1687C

[Sanae and Giant Robot · Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-08-26 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[wangxiwen's solution](#)

**1322.**

1701E

[Text Editor · Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[wangxiwen's solution](#)

**1323.**

1689E

[ANDfinity · Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-08-18 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[wangxiwen's solution](#)

**1324.**

1691F

[K-Set Tree · Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[wangxiwen's solution](#)

**1325.**

1666E

[Even Split · Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[wangxiwen's solution](#)

**1326.**

1661E

[Narrow Components · Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[wangxiwen's solution](#)

**1327.**

1658E

[Gojou and Matrix Game · Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dp, games, hashing, implementation, math, number theory, sortings

[wangxiwen's solution](#)

**1328.**

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[wangxiwen's solution](#)

**1329.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-08-19 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[wangxiwen's solution](#)

**1330.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[wangxiwen's solution](#)

**1331.**

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[wangxiwen's solution](#)

**1332.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[wangxiwen's solution](#)

**1333.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-08-19 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[wangxiwen's solution](#)

**1334.**

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-08-19 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[wangxiwen's solution](#)

**1335.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[wangxiwen's solution](#)

**1336.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[wangxiwen's solution](#)

**1337.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[wangxiwen's solution](#)

**1338.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[wangxiwen's solution](#)

**1339.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[wangxiwen's solution](#)

**1340.**

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[wangxiwen's solution](#)

**1341.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[wangxiwen's solution](#)

**1342.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[wangxiwen's solution](#)

**1343.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[wangxiwen's solution](#)

**1344.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2023-01-30 · last AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[wangxiwen's solution](#)

**1345.**

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[wangxiwen's solution](#)

**1346.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[wangxiwen's solution](#)

**1347.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[wangxiwen's solution](#)

**1348.**

645F

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

Quality: 970 global accepts · Rating: 2500 · first AC: 2022-11-20 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[wangxiwen's solution](#)

**1349.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs

[wangxiwen's solution](#)

**1350.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[wangxiwen's solution](#)

**1351.**

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[wangxiwen's solution](#)

**1352.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive

[wangxiwen's solution](#)

**1353.**

963D

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

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2022-06-13 · last AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[wangxiwen's solution](#)

**1354.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[wangxiwen's solution](#)

**1355.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[wangxiwen's solution](#)

**1356.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,571 global accepts · Rating: 2500 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

hashing, strings

[wangxiwen's solution](#)

**1357.**

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[wangxiwen's solution](#)

**1358.**

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[wangxiwen's solution](#)

**1359.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[wangxiwen's solution](#)

**1360.**

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2023-03-01 · last AC: 2024-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[wangxiwen's solution](#)

**1361.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[wangxiwen's solution](#)

**1362.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[wangxiwen's solution](#)

**1363.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[wangxiwen's solution](#)

**1364.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[wangxiwen's solution](#)

**1365.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[wangxiwen's solution](#)

**1366.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[wangxiwen's solution](#)

**1367.**

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths  
[wangxiwen's solution](#)

**1368.**

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, shortest paths  
[wangxiwen's solution](#)

**1369.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, greedy  
[wangxiwen's solution](#)

**1370.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[wangxiwen's solution](#)

**1371.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory  
[wangxiwen's solution](#)

**1372.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[wangxiwen's solution](#)

**1373.**

1793E

[Velepín and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers  
[wangxiwen's solution](#)

**1374.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math  
[wangxiwen's solution](#)

**1375.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[wangxiwen's solution](#)

**1376.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices  
[wangxiwen's solution](#)

**1377.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wangxiwen's solution](#)

**1378.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[wangxiwen's solution](#)

**1379.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[wangxiwen's solution](#)

**1380.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[wangxiwen's solution](#)

**1381.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[wangxiwen's solution](#)

**1382.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[wangxiwen's solution](#)

**1383.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wangxiwen's solution](#)

**1384.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[wangxiwen's solution](#)

**1385.**

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-12-10 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[wangxiwen's solution](#)

**1386.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[wangxiwen's solution](#)

**1387.**

1592F1

[Alice and Recoloring 1](#) · Tutorial

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[wangxiwen's solution](#)

**1388.**

1223F

[Stack Exterminable Arrays](#) · Tutorial

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing  
[wangxiwen's solution](#)

**1389.**

1765G

[Guess the String](#) · Tutorial

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities  
[wangxiwen's solution](#)

**1390.**

1773D

[Dominoes](#) · Tutorial

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy  
[wangxiwen's solution](#)

**1391.**

285E

[Positions in Permutations](#) · Tutorial

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[wangxiwen's solution](#)

**1392.**

494C

[Helping People](#) · Tutorial

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities  
[wangxiwen's solution](#)

**1393.**

1778F

[Maximizing Root](#) · Tutorial

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees  
[wangxiwen's solution](#)

**1394.**

1799G

[Count Voting](#) · Tutorial

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[wangxiwen's solution](#)

**1395.**

1793F

[Rebreeding](#) · Tutorial

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-23 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation  
[wangxiwen's solution](#)

**1396.**

1394C

[Boboniu and String](#) · Tutorial

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

geometry, ternary search

[wangxiwen's solution](#)

**1397.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-04-03 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[wangxiwen's solution](#)

**1398.**

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[wangxiwen's solution](#)

**1399.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy

[wangxiwen's solution](#)

**1400.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wangxiwen's solution](#)

**1401.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[wangxiwen's solution](#)

**1402.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[wangxiwen's solution](#)

**1403.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[wangxiwen's solution](#)

**1404.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[wangxiwen's solution](#)

**1405.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[wangxiwen's solution](#)

**1406.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[wangxiwen's solution](#)

**1407.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, probabilities

[wangxiwen's solution](#)

**1408.**

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs

[wangxiwen's solution](#)

**1409.**

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, shortest paths

[wangxiwen's solution](#)

**1410.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[wangxiwen's solution](#)

**1411.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[wangxiwen's solution](#)

**1412.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[wangxiwen's solution](#)

**1413.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[wangxiwen's solution](#)

**1414.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[wangxiwen's solution](#)

**1415.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[wangxiwen's solution](#)

**1416.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[wangxiwen's solution](#)

**1417.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[wangxiwen's solution](#)

**1418.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wangxiwen's solution](#)

**1419.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[wangxiwen's solution](#)

**1420.**

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[wangxiwen's solution](#)

**1421.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[wangxiwen's solution](#)

**1422.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, string suffix structures

[wangxiwen's solution](#)

**1423.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, trees

[wangxiwen's solution](#)

**1424.**

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[wangxiwen's solution](#)

**1425.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[wangxiwen's solution](#)

**1426.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[wangxiwen's solution](#)

**1427.**

1792F1

[Graph Coloring \(easy version\) · Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[wangxiwen's solution](#)

**1428.**

1795G

[Removal Sequences · Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[wangxiwen's solution](#)

**1429.**

1799F

[Halve or Subtract · Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[wangxiwen's solution](#)

**1430.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[wangxiwen's solution](#)

**1431.**

1303G

[Sum of Prefix Sums · Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[wangxiwen's solution](#)

**1432.**

452F

[Permutation · Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[wangxiwen's solution](#)

**1433.**

1370F2

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

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[wangxiwen's solution](#)

**1434.**

1453F

[Even Harder · Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[wangxiwen's solution](#)

**1435.**

1422F

[Boring Queries · Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[wangxiwen's solution](#)

**1436.**

1379F1

[Chess Strikes Back \(easy version\) · Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[wangxiwen's solution](#)

**1437.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[wangxiwen's solution](#)

**1438.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities  
[wangxiwen's solution](#)

**1439.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · last AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...  
[wangxiwen's solution](#)

**1440.**

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[wangxiwen's solution](#)

**1441.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft, math  
[wangxiwen's solution](#)

**1442.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers  
[wangxiwen's solution](#)

**1443.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry  
[wangxiwen's solution](#)

**1444.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy  
[wangxiwen's solution](#)

**1445.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy  
[wangxiwen's solution](#)

**1446.**

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths  
[wangxiwen's solution](#)

**1447.**

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[wangxiwen's solution](#)

**1448.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[wangxiwen's solution](#)

**1449.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[wangxiwen's solution](#)

**1450.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[wangxiwen's solution](#)

**1451.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[wangxiwen's solution](#)

**1452.**

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[wangxiwen's solution](#)

**1453.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[wangxiwen's solution](#)

**1454.**

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[wangxiwen's solution](#)

**1455.**

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[wangxiwen's solution](#)

**1456.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[wangxiwen's solution](#)

**1457.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**1458.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[wangxiwen's solution](#)

**1459.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-05-20 · last AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees  
[wangxiwen's solution](#)

**1460.**

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[wangxiwen's solution](#)

**1461.**

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings  
[wangxiwen's solution](#)

**1462.**

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[wangxiwen's solution](#)

**1463.**

434D

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

Quality: 518 global accepts · Rating: 2900 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: flows  
[wangxiwen's solution](#)

**1464.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: flows  
[wangxiwen's solution](#)

**1465.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows  
[wangxiwen's solution](#)

**1466.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, string suffix structures  
[wangxiwen's solution](#)

**1467.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[wangxiwen's solution](#)

**1468.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[wangxiwen's solution](#)

**1469.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-02-03 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[wangxiwen's solution](#)

**1470.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[wangxiwen's solution](#)

**1471.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[wangxiwen's solution](#)

**1472.**

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[wangxiwen's solution](#)

**1473.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2022-11-07 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[wangxiwen's solution](#)

**1474.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[wangxiwen's solution](#)

**1475.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[wangxiwen's solution](#)

**1476.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-04-20 · last AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[wangxiwen's solution](#)

**1477.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[wangxiwen's solution](#)

**1478.**

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[wangxiwen's solution](#)

**1479.**

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2025-02-06 · last AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[wangxiwen's solution](#)

**1480.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[wangxiwen's solution](#)

**1481.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[wangxiwen's solution](#)

**1482.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[wangxiwen's solution](#)

**1483.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-01-23 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[wangxiwen's solution](#)

**1484.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[wangxiwen's solution](#)

**1485.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[wangxiwen's solution](#)

**1486.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[wangxiwen's solution](#)

**1487.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, shortest paths, strings  
[wangxiwen's solution](#)

**1488.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees  
[wangxiwen's solution](#)

**1489.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math  
[wangxiwen's solution](#)

**1490.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees  
[wangxiwen's solution](#)

**1491.**

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees  
[wangxiwen's solution](#)

**1492.**

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2023-03-11 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers  
[wangxiwen's solution](#)

**1493.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-05-27 · last AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings  
[wangxiwen's solution](#)

**1494.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees  
[wangxiwen's solution](#)

**1495.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings  
[wangxiwen's solution](#)

**1496.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[wangxiwen's solution](#)

### 1497.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[wangxiwen's solution](#)

### 1498.

1924E

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

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[wangxiwen's solution](#)

### 1499.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[wangxiwen's solution](#)

### 1500.

963E

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

Quality: 651 global accepts · Rating: 3100 · first AC: 2023-08-04 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[wangxiwen's solution](#)

### 1501.

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[wangxiwen's solution](#)

### 1502.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[wangxiwen's solution](#)

### 1503.

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[wangxiwen's solution](#)

### 1504.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, dsu

[wangxiwen's solution](#)

### 1505.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-06-18 · last AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[wangxiwen's solution](#)

### 1506.

1229E2

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

Rating: 3200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[wangxiwen's solution](#)

**1507.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[wangxiwen's solution](#)

**1508.**

585F

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

Quality: 798 global accepts · Rating: 3200 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[wangxiwen's solution](#)

**1509.**

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[wangxiwen's solution](#)

**1510.**

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[wangxiwen's solution](#)

**1511.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

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**1512.**

1603E

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**1513.**

573E

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**1514.**

526G

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**1515.**

2057F

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**1516.**

1466H

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**1517.**

986F

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**1518.**

1737F

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**1519.**

1553I

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**1520.**

2053G

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**1521.**

843D

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**1522.**

1656I

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**1523.**

1456E

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**1524.**

1338E

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**1525.**

1193A

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**1526.**

104128H

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## 1527.

1663B

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## 1528.

1663A

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