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Unique solved — wanxin

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Count: 408

- 1.**
2144A
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- 2.**
2133A
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- 3.**
2131B
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- 4.**
2131A
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- 5.**
2020A
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- 6.**
1998A
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- 7.**
1993A
[Question Marks](#) · [Tutorial](#)
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1995A
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- 9.**
1886A

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10.

1864A

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11.

1842A

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12.

1828A

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13.

1832A

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14.

1825A

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15.

629A

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16.

1820A

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17.

1814A

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18.

1805B

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19.

1805A

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20.

1778A

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21.

1787A

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22.

1780A

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23.

1792A

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24.

1782A

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25.

1775A1

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26.

1783A

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27.

1779A

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28.

1731A

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29.

1772B

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30.

1772A

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31.

1774A

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32.

1747A

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33.

1740B

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34.

1740A

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35.

1749A

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36.

1754B

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1754A

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38.

1743B

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39.

1743A

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40.

1744A

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41.

1744B

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42.

1746A

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43.

1746B

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44.

1729B

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45.

1741B

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46.

1741A

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47.

1736A

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48.

1735A

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49.

1738A

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50.

1739A

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51.

1734B

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52.

1734A

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53.

1733A

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54.

1715A

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55.

1719B

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56.

1719A

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57.

1714C

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58.

1714B

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59.

1704A

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60.

1678B1

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61.

1681B

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62.

1681A

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63.

1686B

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64.

1686A

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65.

1684A

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66.

1676A

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67.

1678A

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68.

1675A

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69.

1619A

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70.

4A

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71.

1990A

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72.

1869A

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73.

1860A

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74.

1828B

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75.

1775A2

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76.

1768B

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77.

1779B

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78.

1747B

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79.

1749B

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80.

1726A

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81.

1737A

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82.

1735B

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83.

1733B

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Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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84.

1714A

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85.

1675B

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Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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86.

1998B

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87.

1841B

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88.

1825B

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89.

1782B

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90.

1772C

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91.

1770B

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92.

1770A

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[wanxin's solution](#)

93.

1744C

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94.

1715B

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95.

1704B

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96.

1A

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Quality: 320,303 global accepts · Rating: 1000 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: math

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97.

1993B

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98.

1995B1

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99.

1902B

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[wanxin's solution](#)

100.

1864B

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[wanxin's solution](#)

101.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[wanxin's solution](#)

102.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wanxin's solution](#)

103.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, sortings

[wanxin's solution](#)

104.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[wanxin's solution](#)

105.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wanxin's solution](#)

106.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[wanxin's solution](#)

107.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: math, strings, two pointers
[wanxin's solution](#)

108.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[wanxin's solution](#)

109.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[wanxin's solution](#)

110.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[wanxin's solution](#)

111.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[wanxin's solution](#)

112.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[wanxin's solution](#)

113.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[wanxin's solution](#)

114.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
[wanxin's solution](#)

115.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[wanxin's solution](#)

116.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, two pointers
[wanxin's solution](#)

117.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[wanxin's solution](#)

118.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[wanxin's solution](#)

119.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[wanxin's solution](#)

120.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[wanxin's solution](#)

121.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[wanxin's solution](#)

122.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[wanxin's solution](#)

123.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[wanxin's solution](#)

124.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[wanxin's solution](#)

125.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[wanxin's solution](#)

126.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[wanxin's solution](#)

127.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math
[wanxin's solution](#)

128.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[wanxin's solution](#)

129.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[wanxin's solution](#)

130.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games
[wanxin's solution](#)

131.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[wanxin's solution](#)

132.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[wanxin's solution](#)

133.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[wanxin's solution](#)

134.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[wanxin's solution](#)

135.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-08-01 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[wanxin's solution](#)

136.

1729D

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

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-17 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[wanxin's solution](#)

137.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[wanxin's solution](#)

138.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[wanxin's solution](#)

139.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math

[wanxin's solution](#)

140.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-30 · last AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[wanxin's solution](#)

141.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[wanxin's solution](#)

142.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[wanxin's solution](#)

143.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[wanxin's solution](#)

144.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[wanxin's solution](#)

145.

1816C

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

Rating: 1300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[wanxin's solution](#)

146.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[wanxin's solution](#)

147.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[wanxin's solution](#)

148.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[wanxin's solution](#)

149.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[wanxin's solution](#)

150.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[wanxin's solution](#)

151.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[wanxin's solution](#)

152.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[wanxin's solution](#)

153.

1741D

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

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[wanxin's solution](#)

154.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[wanxin's solution](#)

155.

1737B

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

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

156.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[wanxin's solution](#)

157.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[wanxin's solution](#)

158.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[wanxin's solution](#)

159.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-09 · last AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees

[wanxin's solution](#)

160.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[wanxin's solution](#)

161.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[wanxin's solution](#)

162.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[wanxin's solution](#)

163.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[wanxin's solution](#)

164.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[wanxin's solution](#)

165.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[wanxin's solution](#)

166.

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wanxin's solution](#)

167.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[wanxin's solution](#)

168.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · last AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math
[wanxin's solution](#)

169.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[wanxin's solution](#)

170.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[wanxin's solution](#)

171.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[wanxin's solution](#)

172.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[wanxin's solution](#)

173.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[wanxin's solution](#)

174.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[wanxin's solution](#)

175.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[wanxin's solution](#)

176.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[wanxin's solution](#)

177.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[wanxin's solution](#)

178.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[wanxin's solution](#)

179.

1714E

[Add Modulo 10 · Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[wanxin's solution](#)

180.

1670C

[Where is the Pizza? · Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[wanxin's solution](#)

181.

1692G

[2^Sort · Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers
[wanxin's solution](#)

182.

988C

[Equal Sums · Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[wanxin's solution](#)

183.

1990C

[Mad MAD Sum · Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[wanxin's solution](#)

184.

743C

[Vladik and fractions · Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[wanxin's solution](#)

185.

1842C

[Tenzing and Balls · Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp
[wanxin's solution](#)

186.

817B

[Makes And The Product · Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings
[wanxin's solution](#)

187.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[wanxin's solution](#)

188.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[wanxin's solution](#)

189.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[wanxin's solution](#)

190.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math

[wanxin's solution](#)

191.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[wanxin's solution](#)

192.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[wanxin's solution](#)

193.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[wanxin's solution](#)

194.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[wanxin's solution](#)

195.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[wanxin's solution](#)

196.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[wanxin's solution](#)

197.

1737C

[Ela and Crickets](#) · [Tutorial](#)

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

[wanxin's solution](#)

198.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[wanxin's solution](#)

199.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[wanxin's solution](#)

200.

1675E

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1795D

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1771C

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209.

1766D

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218.

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1828D1

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372C

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280C

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1800G

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1834E

[MEX of LCM · Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[wanxin's solution](#)

296.

451E

[Devu and Flowers · Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[wanxin's solution](#)

297.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[wanxin's solution](#)

298.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[wanxin's solution](#)

299.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[wanxin's solution](#)

300.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[wanxin's solution](#)

301.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2023-09-14 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[wanxin's solution](#)

302.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[wanxin's solution](#)

303.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[wanxin's solution](#)

304.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-11-16 · last AC: 2023-11-16 · PyPy 2 (first AC) · Tags: binary search, constructive algorithms, math

[wanxin's solution](#)

305.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[wanxin's solution](#)

306.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[wanxin's solution](#)

307.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[wanxin's solution](#)

308.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[wanxin's solution](#)

309.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[wanxin's solution](#)

310.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[wanxin's solution](#)

311.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[wanxin's solution](#)

312.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[wanxin's solution](#)

313.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[wanxin's solution](#)

314.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2023-05-03 · last AC: 2023-05-03 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, math, number theory

[wanxin's solution](#)

315.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[wanxin's solution](#)

316.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: —

[wanxin's solution](#)

317.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[wanxin's solution](#)

318.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: —
[wanxin's solution](#)

319.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

320.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

321.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

322.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[wanxin's solution](#)

323.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[wanxin's solution](#)

324.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[wanxin's solution](#)

325.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[wanxin's solution](#)

326.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[wanxin's solution](#)

327.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[wanxin's solution](#)

328.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[wanxin's solution](#)

329.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[wanxin's solution](#)

330.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

331.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

332.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

333.

104777E

[Pins and Jumpers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

334.

104777L

[Computer Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

335.

104777N

[XOR Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

336.

104777G

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

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

337.

104777I

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

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

338.

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

339.

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

340.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

341.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

342.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

343.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

344.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

345.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

346.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

347.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

348.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

349.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

350.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

351.

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

352.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

353.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

354.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

355.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

356.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

357.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

358.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

359.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

360.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

361.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

362.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

363.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

364.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

365.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

366.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

367.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

368.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

369.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

370.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

371.

102361K

[MOV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

372.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

373.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

374.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

375.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

376.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

377.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

378.

104414C

[01a Tutorial](#)

Rating: — · first AC: 2023-06-04 · last AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

379.

104414I

[NTM](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

380.

104414G

[QD](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

381.

104414A

[YGO](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

382.

104414H

[Tuzi](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[wanxin's solution](#)

383.

104414F

[eàMS#6-šN ↵](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[wanxin's solution](#)

384.

104414D

[•&S-Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[wanxin's solution](#)

385.

104414K

[diy\)wip](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[wanxin's solution](#)

386.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[wanxin's solution](#)

387.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[wanxin's solution](#)

388.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[wanxin's solution](#)

389.

104270M

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

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[wanxin's solution](#)

390.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[wanxin's solution](#)

391.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[wanxin's solution](#)

392.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[wanxin's solution](#)

393.

104128I

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

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[wanxin's solution](#)

394.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-10-25 · PyPy 3-64 (first AC) · Tags: *special, divide and conquer, implementation, math
[wanxin's solution](#)

395.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-10-25 · Text (first AC) · Tags: *special, constructive algorithms
[wanxin's solution](#)

396.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: *special
[wanxin's solution](#)

397.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · Python 3 (first AC) · Tags: *special
[wanxin's solution](#)

398.

103660G

[Guaba and Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[wanxin's solution](#)

399.

103660L

[Monster Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[wanxin's solution](#)

400.

103660F

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

Rating: — · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wanxin's solution](#)

401.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wanxin's solution](#)

402.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wanxin's solution](#)

403.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[wanxin's solution](#)

404.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[wanxin's solution](#)

405.

103824B

[DUEL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[wanxin's solution](#)

406.

103824A

[Savior](#) · [kri](#)

Rating: — · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[wanxin's solution](#)

407.

1663C

[P Ö! Verdon](#) · [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[wanxin's solution](#)

408.

1663A

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Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[wanxin's solution](#)