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Unique solved — wenqizhi

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2205B
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- 6.**
2191A
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- 9.**
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10.

2208A

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11.

2204B

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12.

2204A

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13.

2188A

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14.

2194A

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15.

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16.

2179A

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17.

2157A

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18.

2145A

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19.

2170A

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20.

2180B

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24.

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25.

1994A

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26.

2167C

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27.

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28.

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29.

2156A

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30.

2154A

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31.

2162A

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32.

2133B

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33.

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34.

2147A

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35.

2152A

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36.

2137A

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37.

2149A

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38.

2149B

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39.

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40.

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42.

2139A

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43.

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45.

2144A

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46.

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47.

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48.

2134A

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49.

2116A

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51.

2133A

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52.

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53.

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54.

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55.

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56.

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57.

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58.

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59.

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60.

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61.

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62.

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63.

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2130A
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2128A
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- 68.**
2112A
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2126B
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2126A
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- 71.**
2109A
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2072A
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2110A
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2111A
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75.

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76.

2024A

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77.

2039A

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78.

1243A

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79.

2114A

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80.

1791A

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81.

1790A

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82.

2014B

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83.

2086A

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84.

2098A

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85.

2107A

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86.

1765B

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87.

2036B

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88.

1923A

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89.

2108A

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90.

2103A

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91.

2104A

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92.

2091B

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93.

2106A

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94.

2096A

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95.

2062A

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96.

2094B

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97.

2094A

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98.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,836 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[wengqizhi's solution](#)

99.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,725 global accepts · Rating: 800 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[wengqizhi's solution](#)

100.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,296 global accepts · Rating: 800 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[wengqizhi's solution](#)

101.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[wengqizhi's solution](#)

102.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[wengqizhi's solution](#)

103.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[wengqizhi's solution](#)

104.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,206 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[wengqizhi's solution](#)

105.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,373 global accepts · Rating: 800 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[wengqizhi's solution](#)

106.

2065B

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

Quality: 42,072 global accepts · Rating: 800 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: strings

[wengqizhi's solution](#)

107.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,753 global accepts · Rating: 800 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[wengqizhi's solution](#)

108.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wengqizhi's solution](#)

109.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,695 global accepts · Rating: 800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[wengqizhi's solution](#)

110.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,314 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[wengqizhi's solution](#)

111.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[wengqizhi's solution](#)

112.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[wengqizhi's solution](#)

113.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,325 global accepts · Rating: 800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[wengqizhi's solution](#)

114.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: strings
[wengqizhi's solution](#)

115.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,548 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[wengqizhi's solution](#)

116.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,098 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[wengqizhi's solution](#)

117.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,691 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[wengqizhi's solution](#)

118.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[wengqizhi's solution](#)

119.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[wengqizhi's solution](#)

120.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[wengqizhi's solution](#)

121.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[wengqizhi's solution](#)

122.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[wengqizhi's solution](#)

123.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,752 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[wengqizhi's solution](#)

124.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[wengqizhi's solution](#)

125.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[wengqizhi's solution](#)

126.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[wengqizhi's solution](#)

127.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[wengqizhi's solution](#)

128.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[wengqizhi's solution](#)

129.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[wengqizhi's solution](#)

130.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[wengqizhi's solution](#)

131.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[wengqizhi's solution](#)

132.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[wengqizhi's solution](#)

133.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[wengqizhi's solution](#)

134.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 800 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[wengqizhi's solution](#)

135.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wengqizhi's solution](#)

136.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[wengqizhi's solution](#)

137.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[wengqizhi's solution](#)

138.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[wengqizhi's solution](#)

139.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,955 global accepts · Rating: 800 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[wengqizhi's solution](#)

140.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,472 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[wengqizhi's solution](#)

141.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[wengqizhi's solution](#)

142.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[wengqizhi's solution](#)

143.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,251 global accepts · Rating: 800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[wengqizhi's solution](#)

144.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[wengqizhi's solution](#)

145.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 800 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[wengqizhi's solution](#)

146.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[wengqizhi's solution](#)

147.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[wengqizhi's solution](#)

148.

2003A

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

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[wengqizhi's solution](#)

149.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wengqizhi's solution](#)

150.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[wengqizhi's solution](#)

151.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,422 global accepts · Rating: 800 · first AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[wengqizhi's solution](#)

152.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[wengqizhi's solution](#)

153.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wengqizhi's solution](#)

154.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,092 global accepts · Rating: 800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[wengqizhi's solution](#)

155.

1992C

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

Quality: 33,256 global accepts · Rating: 900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[wengqizhi's solution](#)

156.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[wengqizhi's solution](#)

157.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[wengqizhi's solution](#)

158.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,849 global accepts · Rating: 900 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[wengqizhi's solution](#)

159.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,460 global accepts · Rating: 900 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[wengqizhi's solution](#)

160.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 900 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[wengqizhi's solution](#)

161.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,334 global accepts · Rating: 900 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wengqizhi's solution](#)

162.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[wengqizhi's solution](#)

163.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 900 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[wengqizhi's solution](#)

164.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,383 global accepts · Rating: 900 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[wengqizhi's solution](#)

165.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,546 global accepts · Rating: 900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: math
[wengqizhi's solution](#)

166.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 900 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[wengqizhi's solution](#)

167.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[wengqizhi's solution](#)

168.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,486 global accepts · Rating: 900 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[wengqizhi's solution](#)

169.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[wengqizhi's solution](#)

170.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[wengqizhi's solution](#)

171.

1954A

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

Quality: 27,626 global accepts · Rating: 900 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[wengqizhi's solution](#)

172.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[wengqizhi's solution](#)

173.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[wengqizhi's solution](#)

174.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[wengqizhi's solution](#)

175.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[wengqizhi's solution](#)

176.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[wengqizhi's solution](#)

177.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[wengqizhi's solution](#)

178.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,900 global accepts · Rating: 1000 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[wengqizhi's solution](#)

179.

2203B

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

Quality: 14,283 global accepts · Rating: 1000 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[wengqizhi's solution](#)

180.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[wengqizhi's solution](#)

181.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,007 global accepts · Rating: 1000 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[wengqizhi's solution](#)

182.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,416 global accepts · Rating: 1000 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[wengqizhi's solution](#)

183.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,546 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[wengqizhi's solution](#)

184.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings
[wengqizhi's solution](#)

185.

2167D

[Yet Another Array Problem](#) · [Tutorial](#)

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[wengqizhi's solution](#)

186.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,808 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[wengqizhi's solution](#)

187.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[wengqizhi's solution](#)

188.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[wengqizhi's solution](#)

189.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,232 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: strings
[wengqizhi's solution](#)

190.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,734 global accepts · Rating: 1000 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wengqizhi's solution](#)

191.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,876 global accepts · Rating: 1000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures
[wengqizhi's solution](#)

192.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[wengqizhi's solution](#)

193.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[wengqizhi's solution](#)

194.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[wengqizhi's solution](#)

195.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1000 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[wengqizhi's solution](#)

196.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[wengqizhi's solution](#)

197.

2093C

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

Quality: 30,842 global accepts · Rating: 1000 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[wengqizhi's solution](#)

198.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,814 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[wengqizhi's solution](#)

199.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[wengqizhi's solution](#)

200.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[wengqizhi's solution](#)

201.

2051C

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

Quality: 28,009 global accepts · Rating: 1000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[wengqizhi's solution](#)

202.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[wengqizhi's solution](#)

203.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[wengqizhi's solution](#)

204.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[wengqizhi's solution](#)

205.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,424 global accepts · Rating: 1000 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[wengqizhi's solution](#)

206.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[wengqizhi's solution](#)

207.

1690D

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

Quality: 47,019 global accepts · Rating: 1000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[wengqizhi's solution](#)

208.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[wengqizhi's solution](#)

209.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms
[wengqizhi's solution](#)

210.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,612 global accepts · Rating: 1100 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[wengqizhi's solution](#)

211.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1100 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[wengqizhi's solution](#)

212.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1100 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings
[wengqizhi's solution](#)

213.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,322 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[wengqizhi's solution](#)

214.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,908 global accepts · Rating: 1100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[wengqizhi's solution](#)

215.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[wengqizhi's solution](#)

216.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[wengqizhi's solution](#)

217.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[wengqizhi's solution](#)

218.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[wengqizhi's solution](#)

219.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,615 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[wengqizhi's solution](#)

220.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,114 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[wengqizhi's solution](#)

221.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,394 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[wengqizhi's solution](#)

222.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[wengqizhi's solution](#)

223.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[wengqizhi's solution](#)

224.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[wengqizhi's solution](#)

225.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[wengqizhi's solution](#)

226.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[wengqizhi's solution](#)

227.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · last AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[wengqizhi's solution](#)

228.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,858 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[wengqizhi's solution](#)

229.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[wengqizhi's solution](#)

230.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[wengqizhi's solution](#)

231.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[wengqizhi's solution](#)

232.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[wengqizhi's solution](#)

233.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[wengqizhi's solution](#)

234.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[wengqizhi's solution](#)

235.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[wengqizhi's solution](#)

236.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[wengqizhi's solution](#)

237.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[wengqizhi's solution](#)

238.

2025B

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

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

239.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[wengqizhi's solution](#)

240.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[wengqizhi's solution](#)

241.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,431 global accepts · Rating: 1100 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[wengqizhi's solution](#)

242.

2009C

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

Quality: 33,009 global accepts · Rating: 1100 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[wengqizhi's solution](#)

243.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,446 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[wengqizhi's solution](#)

244.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[wengqizhi's solution](#)

245.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[wengqizhi's solution](#)

246.

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: games
[wengqizhi's solution](#)

247.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[wengqizhi's solution](#)

248.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[wengqizhi's solution](#)

249.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wengqizhi's solution](#)

250.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[wengqizhi's solution](#)

251.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: strings
[wengqizhi's solution](#)

252.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[wengqizhi's solution](#)

253.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[wengqizhi's solution](#)

254.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1200 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[wengqizhi's solution](#)

255.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[wengqizhi's solution](#)

256.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[wengqizhi's solution](#)

257.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,011 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[wengqizhi's solution](#)

258.

1922B

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

Quality: 23,375 global accepts · Rating: 1200 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[wengqizhi's solution](#)

259.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[wengqizhi's solution](#)

260.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[wengqizhi's solution](#)

261.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[wengqizhi's solution](#)

262.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[wengqizhi's solution](#)

263.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[wengqizhi's solution](#)

264.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[wengqizhi's solution](#)

265.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[wengqizhi's solution](#)

266.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,916 global accepts · Rating: 1200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[wengqizhi's solution](#)

267.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[wengqizhi's solution](#)

268.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[wengqizhi's solution](#)

269.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[wengqizhi's solution](#)

270.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[wengqizhi's solution](#)

271.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[wengqizhi's solution](#)

272.

2003C

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

Quality: 21,660 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[wengqizhi's solution](#)

273.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[wengqizhi's solution](#)

274.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[wengqizhi's solution](#)

275.

2211C1

[Equal Multisets \(Easy Version\) · Tutorial](#)

Quality: 9,099 global accepts · Rating: 1300 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[wengqizhi's solution](#)

276.

1988C

[Increasing Sequence with Fixed OR · Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[wengqizhi's solution](#)

277.

2208C

[Stamina and Tasks · Tutorial](#)

Quality: 11,081 global accepts · Rating: 1300 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[wengqizhi's solution](#)

278.

2188C

[Restricted Sorting · Tutorial](#)

Rating: 1300 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[wengqizhi's solution](#)

279.

2194C

[Secret message · Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[wengqizhi's solution](#)

280.

2201A1

[Lost Civilization \(Easy Version\) · Tutorial](#)

Quality: 11,047 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[wengqizhi's solution](#)

281.

2179D

[Blackslex and Penguin Civilization · Tutorial](#)

Quality: 13,510 global accepts · Rating: 1300 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[wengqizhi's solution](#)

282.

2145C

[Monocarp's String · Tutorial](#)

Quality: 15,399 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[wengqizhi's solution](#)

283.

2170C

[Quotient and Remainder · Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[wengqizhi's solution](#)

284.

2189C1

[XOR Convenience \(Easy Version\) · Tutorial](#)

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[wengqizhi's solution](#)

285.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[wengqizhi's solution](#)

286.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: games
[wengqizhi's solution](#)

287.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[wengqizhi's solution](#)

288.

1902C

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

Quality: 16,975 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[wengqizhi's solution](#)

289.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[wengqizhi's solution](#)

290.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[wengqizhi's solution](#)

291.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[wengqizhi's solution](#)

292.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[wengqizhi's solution](#)

293.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[wengqizhi's solution](#)

294.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[wengqizhi's solution](#)

295.

2130C

[Double Perspective](#) · [Tutorial](#)

Quality: 1300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[wengqizhi's solution](#)

296.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[wengqizhi's solution](#)

297.

2108B

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

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[wengqizhi's solution](#)

298.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[wengqizhi's solution](#)

299.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[wengqizhi's solution](#)

300.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[wengqizhi's solution](#)

301.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

302.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[wengqizhi's solution](#)

303.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[wengqizhi's solution](#)

304.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[wengqizhi's solution](#)

305.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[wengqizhi's solution](#)

306.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1300 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[wengqizhi's solution](#)

307.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[wengqizhi's solution](#)

308.

2191D1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[wengqizhi's solution](#)

309.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1400 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[wengqizhi's solution](#)

310.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wengqizhi's solution](#)

311.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[wengqizhi's solution](#)

312.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[wengqizhi's solution](#)

313.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[wengqizhi's solution](#)

314.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[wengqizhi's solution](#)

315.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[wengqizhi's solution](#)

316.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[wengqizhi's solution](#)

317.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[wengqizhi's solution](#)

318.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[wengqizhi's solution](#)

319.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[wengqizhi's solution](#)

320.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,115 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[wengqizhi's solution](#)

321.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,321 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees
[wengqizhi's solution](#)

322.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,012 global accepts · Rating: 1400 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[wengqizhi's solution](#)

323.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[wengqizhi's solution](#)

324.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory
[wengqizhi's solution](#)

325.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation
[wengqizhi's solution](#)

326.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[wengqizhi's solution](#)

327.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[wengqizhi's solution](#)

328.

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[wengqizhi's solution](#)

329.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[wengqizhi's solution](#)

330.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wengqizhi's solution](#)

331.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[wengqizhi's solution](#)

332.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[wengqizhi's solution](#)

333.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings
[wengqizhi's solution](#)

334.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,704 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[wengqizhi's solution](#)

335.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[wengqizhi's solution](#)

336.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings
[wengqizhi's solution](#)

337.

2009E

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

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[wengqizhi's solution](#)

338.

2009D

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

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[wengqizhi's solution](#)

339.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[wengqizhi's solution](#)

340.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, math
[wengqizhi's solution](#)

341.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[wengqizhi's solution](#)

342.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[wengqizhi's solution](#)

343.

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings
[wengqizhi's solution](#)

344.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 1500 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[wengqizhi's solution](#)

345.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,022 global accepts · Rating: 1500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math
[wengqizhi's solution](#)

346.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[wengqizhi's solution](#)

347.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[wengqizhi's solution](#)

348.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,273 global accepts · Rating: 1500 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[wengqizhi's solution](#)

349.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[wengqizhi's solution](#)

350.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[wengqizhi's solution](#)

351.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[wengqizhi's solution](#)

352.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[wengqizhi's solution](#)

353.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
[wengqizhi's solution](#)

354.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math
[wengqizhi's solution](#)

355.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,824 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[wengqizhi's solution](#)

356.

2069C

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

Quality: 14,819 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[wengqizhi's solution](#)

357.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,731 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math
[wengqizhi's solution](#)

358.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,639 global accepts · Rating: 1500 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[wengqizhi's solution](#)

359.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[wengqizhi's solution](#)

360.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[wengqizhi's solution](#)

361.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,627 global accepts · Rating: 1500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[wengqizhi's solution](#)

362.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[wengqizhi's solution](#)

363.

2008E

[Alternating String](#) · [Tutorial](#)

Quality: 13,220 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[wengqizhi's solution](#)

364.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,895 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[wengqizhi's solution](#)

365.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[wengqizhi's solution](#)

366.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[wengqizhi's solution](#)

367.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[wengqizhi's solution](#)

368.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[wengqizhi's solution](#)

369.

1690E

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

Quality: 16,987 global accepts · Rating: 1500 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[wengqizhi's solution](#)

370.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,851 global accepts · Rating: 1600 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[wengqizhi's solution](#)

371.

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[wengqizhi's solution](#)

372.

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[wengqizhi's solution](#)

373.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,130 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[wengqizhi's solution](#)

374.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[wengqizhi's solution](#)

375.

2167E

[Khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[wengqizhi's solution](#)

376.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[wengqizhi's solution](#)

377.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[wengqizhi's solution](#)

378.

1886C

[Decreasing String](#) · [Tutorial](#)

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[wengqizhi's solution](#)

379.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[wengqizhi's solution](#)

380.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[wengqizhi's solution](#)

381.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[wengqizhi's solution](#)

382.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[wengqizhi's solution](#)

383.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[wengqizhi's solution](#)

384.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[wengqizhi's solution](#)

385.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[wengqizhi's solution](#)

386.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[wengqizhi's solution](#)

387.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[wengqizhi's solution](#)

388.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[wengqizhi's solution](#)

389.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[wengqizhi's solution](#)

390.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

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391.

1976C

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392.

2051E

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393.

2043C

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2052A

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396.

453A

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397.

2004D

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398.

607A

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399.

2205D

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400.

2203D

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1992E

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402.

2201B

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403.

2201A2

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404.

2152D

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405.

1948D

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406.

632C

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915C

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408.

900C

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409.

598D

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410.

1901D

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411.

2123F

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2112D

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2122C

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414.

1765D

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415.

2104E

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416.

2089A

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417.

2086D

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419.

1934C

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420.

2072F

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421.

1969C

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Quality: 11,495 global accepts · Rating: 1700 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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422.

2053D

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2052F

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424.

126B

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Quality: 24,763 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

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425.

2029C

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426.

2009F

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427.

2007D

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428.

1995B2

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429.

427C

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430.

1672D

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Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

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431.

2211C2

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Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

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432.

2208D1

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433.

2204E

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Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

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434.

2188D

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Rating: 1800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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435.

2179E

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[wengqizhi's solution](#)

436.

2182E

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Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

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437.

2185G

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[wengqizhi's solution](#)

438.

2138C1

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Quality: 5,425 global accepts · Rating: 1800 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

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439.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

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440.

2189C2

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Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

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441.

2176D

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Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

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442.

2101B

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Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

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443.

1923D

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444.

2117F

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445.

2120D

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446.

2127D

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447.

1750D

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448.

1781D

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449.

257C

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Quality: 4,719 global accepts · Rating: 1800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math
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450.

1970E1

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451.

1922E

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452.

847E

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453.

1617D1

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454.

2092D

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455.

1995C

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Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-27 · last AC: 2025-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

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456.

1856E1

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[wengqizhi's solution](#)

457.

1912K

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Quality: 4,198 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[wengqizhi's solution](#)

458.

2069D

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Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[wengqizhi's solution](#)

459.

1954D

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Quality: 8,077 global accepts · Rating: 1800 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

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460.

2043D

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Quality: 7,678 global accepts · Rating: 1800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[wengqizhi's solution](#)

461.

2025D

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Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

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462.

2042C

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Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[wengqizhi's solution](#)

463.

471D

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Quality: 10,275 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

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464.

2005C

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Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

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465.

148D

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Quality: 8,907 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities
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466.

2008G

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Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory
[wengqizhi's solution](#)

467.

2007E

[Iris and the Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees
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468.

1076D

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Quality: 5,914 global accepts · Rating: 1800 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
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469.

2211D

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Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
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470.

2191D2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[wengqizhi's solution](#)

471.

1992F

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Quality: 7,410 global accepts · Rating: 1900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers
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472.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
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473.

2184G

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Quality: 2,964 global accepts · Rating: 1900 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[wengqizhi's solution](#)

474.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
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475.

2133D

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Quality: 7,485 global accepts · Rating: 1900 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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476.

2137F

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Quality: 4,058 global accepts · Rating: 1900 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[wengqizhi's solution](#)

477.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,361 global accepts · Rating: 1900 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[wengqizhi's solution](#)

478.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[wengqizhi's solution](#)

479.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-28 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[wengqizhi's solution](#)

480.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-09 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[wengqizhi's solution](#)

481.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[wengqizhi's solution](#)

482.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 1900 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[wengqizhi's solution](#)

483.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-26 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[wengqizhi's solution](#)

484.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[wengqizhi's solution](#)

485.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[wengqizhi's solution](#)

486.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2026-01-29 · last AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[wengqizhi's solution](#)

487.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[wengqizhi's solution](#)

488.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[wengqizhi's solution](#)

489.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wengqizhi's solution](#)

490.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[wengqizhi's solution](#)

491.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[wengqizhi's solution](#)

492.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[wengqizhi's solution](#)

493.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[wengqizhi's solution](#)

494.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[wengqizhi's solution](#)

495.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[wengqizhi's solution](#)

496.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation

[wengqizhi's solution](#)

497.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings, trees

[wengqizhi's solution](#)

498.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[wengqizhi's solution](#)

499.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[wengqizhi's solution](#)

500.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, strings

[wengqizhi's solution](#)

501.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, math

[wengqizhi's solution](#)

502.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[wengqizhi's solution](#)

503.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[wengqizhi's solution](#)

504.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

data structures, math, string suffix structures, trees

[wengqizhi's solution](#)

505.

2044F

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

Quality: 6,042 global accepts · Rating: 1900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[wengqizhi's solution](#)

506.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[wengqizhi's solution](#)

507.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[wengqizhi's solution](#)

508.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

509.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[wengqizhi's solution](#)

510.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[wengqizhi's solution](#)

511.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[wengqizhi's solution](#)

512.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[wengqizhi's solution](#)

513.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[wengqizhi's solution](#)

514.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[wengqizhi's solution](#)

515.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[wengqizhi's solution](#)

516.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[wengqizhi's solution](#)

517.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

518.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[wengqizhi's solution](#)

519.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 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

[wengqizhi's solution](#)

520.

2014H

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

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-12-27 · last AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[wengqizhi's solution](#)

521.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[wengqizhi's solution](#)

522.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[wengqizhi's solution](#)

523.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[wengqizhi's solution](#)

524.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[wengqizhi's solution](#)

525.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[wengqizhi's solution](#)

526.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[wengqizhi's solution](#)

527.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[wengqizhi's solution](#)

528.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[wengqizhi's solution](#)

529.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[wengqizhi's solution](#)

530.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[wengqizhi's solution](#)

531.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[wengqizhi's solution](#)

532.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[wengqizhi's solution](#)

533.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[wengqizhi's solution](#)

534.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[wengqizhi's solution](#)

535.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wengqizhi's solution](#)

536.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, matrices

[wengqizhi's solution](#)

537.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[wengqizhi's solution](#)

538.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wengqizhi's solution](#)

539.

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[wengqizhi's solution](#)

540.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

541.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[wengqizhi's solution](#)

542.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,613 global accepts · Rating: 2000 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[wengqizhi's solution](#)

543.

2201C

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

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[wengqizhi's solution](#)

544.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2000 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[wengqizhi's solution](#)

545.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[wengqizhi's solution](#)

546.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[wengqizhi's solution](#)

547.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[wengqizhi's solution](#)

548.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-18 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[wengqizhi's solution](#)

549.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-09 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[wengqizhi's solution](#)

550.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[wengqizhi's solution](#)

551.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-30 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[wengqizhi's solution](#)

552.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[wengqizhi's solution](#)

553.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[wengqizhi's solution](#)

554.

2158D

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

Quality: 3,283 global accepts · Rating: 2000 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[wengqizhi's solution](#)

555.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[wengqizhi's solution](#)

556.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,652 global accepts · Rating: 2000 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[wengqizhi's solution](#)

557.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[wengqizhi's solution](#)

558.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[wengqizhi's solution](#)

559.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[wengqizhi's solution](#)

560.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[wengqizhi's solution](#)

561.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[wengqizhi's solution](#)

562.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[wengqizhi's solution](#)

563.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[wengqizhi's solution](#)

564.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[wengqizhi's solution](#)

565.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data

structures, dp, math, number theory

[wengqizhi's solution](#)

566.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[wengqizhi's solution](#)

567.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[wengqizhi's solution](#)

568.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[wengqizhi's solution](#)

569.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[wengqizhi's solution](#)

570.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2000 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[wengqizhi's solution](#)

571.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,307 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[wengqizhi's solution](#)

572.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[wengqizhi's solution](#)

573.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[wengqizhi's solution](#)

574.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[wengqizhi's solution](#)

575.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[wengqizhi's solution](#)

576.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-14 · last AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[wengqizhi's solution](#)

577.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[wengqizhi's solution](#)

578.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[wengqizhi's solution](#)

579.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[wengqizhi's solution](#)

580.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[wengqizhi's solution](#)

581.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[wengqizhi's solution](#)

582.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[wengqizhi's solution](#)

583.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[wengqizhi's solution](#)

584.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,988 global accepts · Rating: 2000 · first AC: 2022-12-17 · last AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[wengqizhi's solution](#)

585.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[wengqizhi's solution](#)

586.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[wengqizhi's solution](#)

587.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[wengqizhi's solution](#)

588.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[wengqizhi's solution](#)

589.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

[wengqizhi's solution](#)

590.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,854 global accepts · Rating: 2000 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[wengqizhi's solution](#)

591.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[wengqizhi's solution](#)

592.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[wengqizhi's solution](#)

593.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[wengqizhi's solution](#)

594.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[wengqizhi's solution](#)

595.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 2100 · first AC: 2025-09-07 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

596.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-08-27 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[wengqizhi's solution](#)

597.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-08-27 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[wengqizhi's solution](#)

598.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-22 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[wengqizhi's solution](#)

599.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-08-28 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[wengqizhi's solution](#)

600.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-30 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[wengqizhi's solution](#)

601.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2026-01-29 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[wengqizhi's solution](#)

602.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-26 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[wengqizhi's solution](#)

603.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-10-15 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[wengqizhi's solution](#)

604.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-04 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[wengqizhi's solution](#)

605.

2162F

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

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-10-17 · last AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[wengqizhi's solution](#)

606.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[wengqizhi's solution](#)

607.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[wengqizhi's solution](#)

608.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[wengqizhi's solution](#)

609.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[wengqizhi's solution](#)

610.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[wengqizhi's solution](#)

611.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[wengqizhi's solution](#)

612.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, greedy

[wengqizhi's solution](#)

613.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[wengqizhi's solution](#)

614.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[wengqizhi's solution](#)

615.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[wengqizhi's solution](#)

616.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[wengqizhi's solution](#)

617.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[wengqizhi's solution](#)

618.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[wengqizhi's solution](#)

619.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, trees

[wengqizhi's solution](#)

620.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[wengqizhi's solution](#)

621.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[wengqizhi's solution](#)

622.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, math

[wengqizhi's solution](#)

623.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[wengqizhi's solution](#)

624.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive

algorithms, graphs, math

[wengqizhi's solution](#)

625.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[wengqizhi's solution](#)

626.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[wengqizhi's solution](#)

627.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-28 · last AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[wengqizhi's solution](#)

628.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · last AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[wengqizhi's solution](#)

629.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[wengqizhi's solution](#)

630.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[wengqizhi's solution](#)

631.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[wengqizhi's solution](#)

632.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[wengqizhi's solution](#)

633.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

634.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs
[wengqizhi's solution](#)

635.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs
[wengqizhi's solution](#)

636.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[wengqizhi's solution](#)

637.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math
[wengqizhi's solution](#)

638.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[wengqizhi's solution](#)

639.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation
[wengqizhi's solution](#)

640.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, math, number theory
[wengqizhi's solution](#)

641.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
[wengqizhi's solution](#)

642.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings
[wengqizhi's solution](#)

643.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices
[wengqizhi's solution](#)

644.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

645.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[wengqizhi's solution](#)

646.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[wengqizhi's solution](#)

647.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[wengqizhi's solution](#)

648.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[wengqizhi's solution](#)

649.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2022-10-05 · last AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wengqizhi's solution](#)

650.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[wengqizhi's solution](#)

651.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[wengqizhi's solution](#)

652.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[wengqizhi's solution](#)

653.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[wengqizhi's solution](#)

654.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[wengqizhi's solution](#)

655.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[wengqizhi's solution](#)

656.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[wengqizhi's solution](#)

657.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,833 global accepts · Rating: 2200 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[wengqizhi's solution](#)

658.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[wengqizhi's solution](#)

659.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[wengqizhi's solution](#)

660.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[wengqizhi's solution](#)

661.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[wengqizhi's solution](#)

662.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[wengqizhi's solution](#)

663.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[wengqizhi's solution](#)

664.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[wengqizhi's solution](#)

665.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[wengqizhi's solution](#)

666.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[wengqizhi's solution](#)

667.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[wengqizhi's solution](#)

668.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[wengqizhi's solution](#)

669.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,618 global accepts · Rating: 2200 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[wengqizhi's solution](#)

670.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · last AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[wengqizhi's solution](#)

671.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,681 global accepts · Rating: 2200 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[wengqizhi's solution](#)

672.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2200 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[wengqizhi's solution](#)

673.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[wengqizhi's solution](#)

674.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[wengqizhi's solution](#)

675.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[wengqizhi's solution](#)

676.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[wengqizhi's solution](#)

677.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[wengqizhi's solution](#)

678.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[wengqizhi's solution](#)

679.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[wengqizhi's solution](#)

680.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[wengqizhi's solution](#)

681.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[wengqizhi's solution](#)

682.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[wengqizhi's solution](#)

683.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[wengqizhi's solution](#)

684.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[wengqizhi's solution](#)

685.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[wengqizhi's solution](#)

686.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[wengqizhi's solution](#)

687.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[wengqizhi's solution](#)

688.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[wengqizhi's solution](#)

689.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[wengqizhi's solution](#)

690.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[wengqizhi's solution](#)

691.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[wengqizhi's solution](#)

692.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, greedy, implementation

[wengqizhi's solution](#)

693.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[wengqizhi's solution](#)

694.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[wengqizhi's solution](#)

695.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[wengqizhi's solution](#)

696.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[wengqizhi's solution](#)

697.

2072G

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

Quality: 2,146 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[wengqizhi's solution](#)

698.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

699.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[wengqizhi's solution](#)

700.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[wengqizhi's solution](#)

701.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[wengqizhi's solution](#)

702.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[wengqizhi's solution](#)

703.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[wengqizhi's solution](#)

704.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[wengqizhi's solution](#)

705.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[wengqizhi's solution](#)

706.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[wengqizhi's solution](#)

707.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[wengqizhi's solution](#)

708.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-09-24 · last AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[wengqizhi's solution](#)

709.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-21 · last AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[wengqizhi's solution](#)

710.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[wengqizhi's solution](#)

711.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-28 · last AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[wengqizhi's solution](#)

712.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[wengqizhi's solution](#)

713.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[wengqizhi's solution](#)

714.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[wengqizhi's solution](#)

715.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers
[wengqizhi's solution](#)

716.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2022-11-19 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[wengqizhi's solution](#)

717.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[wengqizhi's solution](#)

718.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees
[wengqizhi's solution](#)

719.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2200 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[wengqizhi's solution](#)

720.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[wengqizhi's solution](#)

721.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[wengqizhi's solution](#)

722.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees
[wengqizhi's solution](#)

723.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

[wengqizhi's solution](#)

724.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

725.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[wengqizhi's solution](#)

726.

2191E

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

Rating: 2300 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: interactive, two pointers

[wengqizhi's solution](#)

727.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[wengqizhi's solution](#)

728.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[wengqizhi's solution](#)

729.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[wengqizhi's solution](#)

730.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[wengqizhi's solution](#)

731.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[wengqizhi's solution](#)

732.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

733.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[wengqizhi's solution](#)

734.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[wengqizhi's solution](#)

735.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,400 global accepts · Rating: 2300 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings
[wengqizhi's solution](#)

736.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[wengqizhi's solution](#)

737.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[wengqizhi's solution](#)

738.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[wengqizhi's solution](#)

739.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[wengqizhi's solution](#)

740.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory
[wengqizhi's solution](#)

741.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-04-02 · last AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
[wengqizhi's solution](#)

742.

629E

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

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees
[wengqizhi's solution](#)

743.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, trees

[wengqizhi's solution](#)

744.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[wengqizhi's solution](#)

745.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[wengqizhi's solution](#)

746.

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[wengqizhi's solution](#)

747.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-01-22 · last AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[wengqizhi's solution](#)

748.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[wengqizhi's solution](#)

749.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[wengqizhi's solution](#)

750.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[wengqizhi's solution](#)

751.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, two pointers

[wengqizhi's solution](#)

752.

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[wengqizhi's solution](#)

753.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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754.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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755.

1938G

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Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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756.

2063E

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Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[wengqizhi's solution](#)

757.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[wengqizhi's solution](#)

758.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[wengqizhi's solution](#)

759.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

760.

149E

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Quality: 2,516 global accepts · Rating: 2300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[wengqizhi's solution](#)

761.

808G

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Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[wengqizhi's solution](#)

762.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[wengqizhi's solution](#)

763.

2007F

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Rating: 2300 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[wengqizhi's solution](#)

764.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[wengqizhi's solution](#)

765.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-11-09 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[wengqizhi's solution](#)

766.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[wengqizhi's solution](#)

767.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[wengqizhi's solution](#)

768.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

769.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[wengqizhi's solution](#)

770.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[wengqizhi's solution](#)

771.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[wengqizhi's solution](#)

772.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wengqizhi's solution](#)

773.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[wengqizhi's solution](#)

774.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[wengqizhi's solution](#)

775.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wengqizhi's solution](#)

776.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2022-10-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[wengqizhi's solution](#)

777.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[wengqizhi's solution](#)

778.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[wengqizhi's solution](#)

779.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[wengqizhi's solution](#)

780.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[wengqizhi's solution](#)

781.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[wengqizhi's solution](#)

782.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[wengqizhi's solution](#)

783.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2022-09-18 · last AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wengqizhi's solution](#)

784.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[wengqizhi's solution](#)

785.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[wengqizhi's solution](#)

786.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[wengqizhi's solution](#)

787.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[wengqizhi's solution](#)

788.

1944F1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

789.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[wengqizhi's solution](#)

790.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[wengqizhi's solution](#)

791.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[wengqizhi's solution](#)

792.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[wengqizhi's solution](#)

793.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[wengqizhi's solution](#)

794.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
[wengqizhi's solution](#)

795.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees
[wengqizhi's solution](#)

796.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[wengqizhi's solution](#)

797.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings
[wengqizhi's solution](#)

798.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[wengqizhi's solution](#)

799.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[wengqizhi's solution](#)

800.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2025-05-24 · last AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer
[wengqizhi's solution](#)

801.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings
[wengqizhi's solution](#)

802.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2025-08-04 · last AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[wengqizhi's solution](#)

803.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings
[wengqizhi's solution](#)

804.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[wengqizhi's solution](#)

805.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[wengqizhi's solution](#)

806.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[wengqizhi's solution](#)

807.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[wengqizhi's solution](#)

808.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[wengqizhi's solution](#)

809.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[wengqizhi's solution](#)

810.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[wengqizhi's solution](#)

811.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[wengqizhi's solution](#)

812.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[wengqizhi's solution](#)

813.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[wengqizhi's solution](#)

814.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[wengqizhi's solution](#)

815.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[wengqizhi's solution](#)

816.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[wengqizhi's solution](#)

817.

258E

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

Quality: 1,318 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[wengqizhi's solution](#)

818.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[wengqizhi's solution](#)

819.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[wengqizhi's solution](#)

820.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[wengqizhi's solution](#)

821.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[wengqizhi's solution](#)

822.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[wengqizhi's solution](#)

823.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[wengqizhi's solution](#)

824.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[wengqizhi's solution](#)

825.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[wengqizhi's solution](#)

826.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[wengqizhi's solution](#)

827.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[wengqizhi's solution](#)

828.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2025-03-01 · last AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[wengqizhi's solution](#)

829.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[wengqizhi's solution](#)

830.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[wengqizhi's solution](#)

831.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

832.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[wengqizhi's solution](#)

833.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[wengqizhi's solution](#)

834.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[wengqizhi's solution](#)

835.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[wengqizhi's solution](#)

836.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-01-25 · last AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

837.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

838.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[wengqizhi's solution](#)

839.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[wengqizhi's solution](#)

840.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

841.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[wengqizhi's solution](#)

842.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-15 · last AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[wengqizhi's solution](#)

843.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[wengqizhi's solution](#)

844.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[wengqizhi's solution](#)

845.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[wengqizhi's solution](#)

846.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[wengqizhi's solution](#)

847.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings
[wengqizhi's solution](#)

848.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[wengqizhi's solution](#)

849.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[wengqizhi's solution](#)

850.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
[wengqizhi's solution](#)

851.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[wengqizhi's solution](#)

852.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy
[wengqizhi's solution](#)

853.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory
[wengqizhi's solution](#)

854.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[wengqizhi's solution](#)

855.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[wengqizhi's solution](#)

856.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[wengqizhi's solution](#)

857.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2022-10-06 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[wengqizhi's solution](#)

858.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[wengqizhi's solution](#)

859.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[wengqizhi's solution](#)

860.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[wengqizhi's solution](#)

861.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[wengqizhi's solution](#)

862.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[wengqizhi's solution](#)

863.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[wengqizhi's solution](#)

864.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[wengqizhi's solution](#)

865.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[wengqizhi's solution](#)

866.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[wengqizhi's solution](#)

867.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[wengqizhi's solution](#)

868.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[wengqizhi's solution](#)

869.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[wengqizhi's solution](#)

870.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[wengqizhi's solution](#)

871.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[wengqizhi's solution](#)

872.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[wengqizhi's solution](#)

873.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[wengqizhi's solution](#)

874.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[wengqizhi's solution](#)

875.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[wengqizhi's solution](#)

876.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[wengqizhi's solution](#)

877.

963D

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

Quality: 2,729 global accepts · Rating: 2500 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[wengqizhi's solution](#)

878.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings

[wengqizhi's solution](#)

879.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[wengqizhi's solution](#)

880.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[wengqizhi's solution](#)

881.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[wengqizhi's solution](#)

882.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[wengqizhi's solution](#)

883.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[wengqizhi's solution](#)

884.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[wengqizhi's solution](#)

885.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, trees

[wengqizhi's solution](#)

886.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[wengqizhi's solution](#)

887.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, two pointers

[wengqizhi's solution](#)

888.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[wengqizhi's solution](#)

889.

868F

[Yet Another Minimization Problem](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[wengqizhi's solution](#)

890.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[wengqizhi's solution](#)

891.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, trees

[wengqizhi's solution](#)

892.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[wengqizhi's solution](#)

893.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[wengqizhi's solution](#)

894.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[wengqizhi's solution](#)

895.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[wengqizhi's solution](#)

896.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[wengqizhi's solution](#)

897.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[wengqizhi's solution](#)

898.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[wengqizhi's solution](#)

899.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[wengqizhi's solution](#)

900.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[wengqizhi's solution](#)

901.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[wengqizhi's solution](#)

902.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[wengqizhi's solution](#)

903.

2005E2

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

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy,

implementation

[wengqizhi's solution](#)

904.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[wengqizhi's solution](#)

905.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[wengqizhi's solution](#)

906.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[wengqizhi's solution](#)

907.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[wengqizhi's solution](#)

908.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[wengqizhi's solution](#)

909.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[wengqizhi's solution](#)

910.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[wengqizhi's solution](#)

911.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[wengqizhi's solution](#)

912.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[wengqizhi's solution](#)

913.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[wengqizhi's solution](#)

914.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[wengqizhi's solution](#)

915.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[wengqizhi's solution](#)

916.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wengqizhi's solution](#)

917.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[wengqizhi's solution](#)

918.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[wengqizhi's solution](#)

919.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[wengqizhi's solution](#)

920.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2022-09-18 · last AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[wengqizhi's solution](#)

921.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[wengqizhi's solution](#)

922.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[wengqizhi's solution](#)

923.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[wengqizhi's solution](#)

924.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[wengqizhi's solution](#)

925.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[wengqizhi's solution](#)

926.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[wengqizhi's solution](#)

927.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wengqizhi's solution](#)

928.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[wengqizhi's solution](#)

929.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[wengqizhi's solution](#)

930.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[wengqizhi's solution](#)

931.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[wengqizhi's solution](#)

932.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[wengqizhi's solution](#)

933.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[wengqizhi's solution](#)

934.

2128E2

[Submedians \(Hard Version\)](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[wengqizhi's solution](#)

935.

896C

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

Quality: 4,435 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[wengqizhi's solution](#)

936.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[wengqizhi's solution](#)

937.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[wengqizhi's solution](#)

938.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[wengqizhi's solution](#)

939.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[wengqizhi's solution](#)

940.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-21 · last AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[wengqizhi's solution](#)

941.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[wengqizhi's solution](#)

942.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[wengqizhi's solution](#)

943.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-30 · last AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[wengqizhi's solution](#)

944.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[wengqizhi's solution](#)

945.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[wengqizhi's solution](#)

946.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[wengqizhi's solution](#)

947.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[wengqizhi's solution](#)

948.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[wengqizhi's solution](#)

949.

1073G

[Yet Another LCP Problem](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[wengqizhi's solution](#)

950.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[wengqizhi's solution](#)

951.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[wengqizhi's solution](#)

952.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[wengqizhi's solution](#)

953.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[wengqizhi's solution](#)

954.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wengqizhi's solution](#)

955.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2700 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[wengqizhi's solution](#)

956.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[wengqizhi's solution](#)

957.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[wengqizhi's solution](#)

958.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

959.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[wengqizhi's solution](#)

960.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[wengqizhi's solution](#)

961.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[wengqizhi's solution](#)

962.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[wengqizhi's solution](#)

963.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing

[wengqizhi's solution](#)

964.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[wengqizhi's solution](#)

965.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[wengqizhi's solution](#)

966.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[wengqizhi's solution](#)

967.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[wengqizhi's solution](#)

968.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[wengqizhi's solution](#)

969.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs

[wengqizhi's solution](#)

970.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[wengqizhi's solution](#)

971.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[wengqizhi's solution](#)

972.

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-10-15 · last AC: 2025-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[wengqizhi's solution](#)

973.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[wengqizhi's solution](#)

974.

2073C

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

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[wengqizhi's solution](#)

975.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp
[wengqizhi's solution](#)

976.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[wengqizhi's solution](#)

977.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
[wengqizhi's solution](#)

978.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · last AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[wengqizhi's solution](#)

979.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[wengqizhi's solution](#)

980.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths
[wengqizhi's solution](#)

981.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[wengqizhi's solution](#)

982.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees
[wengqizhi's solution](#)

983.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[wengqizhi's solution](#)

984.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-09-24 · last AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[wengqizhi's solution](#)

985.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[wengqizhi's solution](#)

986.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[wengqizhi's solution](#)

987.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[wengqizhi's solution](#)

988.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[wengqizhi's solution](#)

989.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[wengqizhi's solution](#)

990.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[wengqizhi's solution](#)

991.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2023-02-09 · last AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[wengqizhi's solution](#)

992.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[wengqizhi's solution](#)

993.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-01-02 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[wengqizhi's solution](#)

994.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[wengqizhi's solution](#)

995.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wengqizhi's solution](#)

996.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[wengqizhi's solution](#)

997.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[wengqizhi's solution](#)

998.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2022-10-05 · last AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[wengqizhi's solution](#)

999.

1944F2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[wengqizhi's solution](#)

1000.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[wengqizhi's solution](#)

1001.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[wengqizhi's solution](#)

1002.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[wengqizhi's solution](#)

1003.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[wengqizhi's solution](#)**1004.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[wengqizhi's solution](#)**1005.**

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[wengqizhi's solution](#)**1006.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[wengqizhi's solution](#)**1007.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[wengqizhi's solution](#)**1008.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[wengqizhi's solution](#)**1009.**

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[wengqizhi's solution](#)**1010.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[wengqizhi's solution](#)**1011.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[wengqizhi's solution](#)**1012.**

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[wengqizhi's solution](#)

1013.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[wengqizhi's solution](#)

1014.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[wengqizhi's solution](#)

1015.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[wengqizhi's solution](#)

1016.

2112F

[Variables and Operations](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[wengqizhi's solution](#)

1017.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[wengqizhi's solution](#)

1018.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[wengqizhi's solution](#)

1019.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[wengqizhi's solution](#)

1020.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[wengqizhi's solution](#)

1021.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[wengqizhi's solution](#)

1022.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[wengqizhi's solution](#)

1023.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[wengqizhi's solution](#)

1024.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[wengqizhi's solution](#)

1025.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-18 · last AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[wengqizhi's solution](#)

1026.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[wengqizhi's solution](#)

1027.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[wengqizhi's solution](#)

1028.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[wengqizhi's solution](#)

1029.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wengqizhi's solution](#)

1030.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[wengqizhi's solution](#)

1031.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[wengqizhi's solution](#)

1032.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[wengqizhi's solution](#)

1033.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[wengqizhi's solution](#)

1034.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[wengqizhi's solution](#)

1035.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

1036.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[wengqizhi's solution](#)

1037.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[wengqizhi's solution](#)

1038.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-09-27 · last AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[wengqizhi's solution](#)

1039.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[wengqizhi's solution](#)

1040.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[wengqizhi's solution](#)

1041.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wengqizhi's solution](#)

1042.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[wengqizhi's solution](#)

1043.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[wengqizhi's solution](#)

1044.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[wengqizhi's solution](#)

1045.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[wengqizhi's solution](#)

1046.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[wengqizhi's solution](#)

1047.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[wengqizhi's solution](#)

1048.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wengqizhi's solution](#)

1049.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[wengqizhi's solution](#)

1050.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[wengqizhi's solution](#)

1051.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[wengqizhi's solution](#)

1052.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[wengqizhi's solution](#)

1053.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[wengqizhi's solution](#)

1054.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[wengqizhi's solution](#)

1055.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[wengqizhi's solution](#)

1056.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[wengqizhi's solution](#)

1057.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[wengqizhi's solution](#)

1058.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2025-09-02 · last AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[wengqizhi's solution](#)

1059.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[wengqizhi's solution](#)

1060.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[wengqizhi's solution](#)

1061.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-08-05 · last AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[wengqizhi's solution](#)

1062.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[wengqizhi's solution](#)

1063.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[wengqizhi's solution](#)

1064.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[wengqizhi's solution](#)

1065.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[wengqizhi's solution](#)

1066.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[wengqizhi's solution](#)

1067.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[wengqizhi's solution](#)

1068.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3000 · first AC: 2025-01-20 · last AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[wengqizhi's solution](#)

1069.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[wengqizhi's solution](#)

1070.

1989F

[Simultaneous Coloring](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[wengqizhi's solution](#)

1071.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[wengqizhi's solution](#)

1072.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[wengqizhi's solution](#)

1073.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[wengqizhi's solution](#)

1074.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[wengqizhi's solution](#)

1075.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[wengqizhi's solution](#)

1076.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[wengqizhi's solution](#)

1077.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[wengqizhi's solution](#)

1078.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-01-03 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[wengqizhi's solution](#)

1079.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar

[wengqizhi's solution](#)

1080.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[wengqizhi's solution](#)

1081.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[wengqizhi's solution](#)

1082.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices,

probabilities

[wengqizhi's solution](#)

1083.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[wengqizhi's solution](#)

1084.

585F

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

Quality: 798 global accepts · Rating: 3200 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[wengqizhi's solution](#)

1085.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[wengqizhi's solution](#)

1086.

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[wengqizhi's solution](#)

1087.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[wengqizhi's solution](#)

1088.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[wengqizhi's solution](#)

1089.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees

[wengqizhi's solution](#)

1090.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[wengqizhi's solution](#)

1091.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[wengqizhi's solution](#)

1092.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[wengqizhi's solution](#)

1093.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs
[wengqizhi's solution](#)

1094.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths
[wengqizhi's solution](#)

1095.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings
[wengqizhi's solution](#)

1096.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[wengqizhi's solution](#)

1097.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[wengqizhi's solution](#)

1098.

2187F2

[Al Fine \(Counting Version\)](#) · [Tutorial](#)

Quality: 71 global accepts · Rating: 3500 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[wengqizhi's solution](#)

1099.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[wengqizhi's solution](#)

1100.

2188G

[Doors and Keys](#) · [Tutorial](#)

Rating: 3500 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dp
[wengqizhi's solution](#)

1101.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, implementation, math
[wengqizhi's solution](#)

1102.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings
[wengqizhi's solution](#)

1103.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[wengqizhi's solution](#)

1104.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees
[wengqizhi's solution](#)

1105.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings, trees
[wengqizhi's solution](#)

1106.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[wengqizhi's solution](#)

1107.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers
[wengqizhi's solution](#)

1108.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[wengqizhi's solution](#)

1109.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers
[wengqizhi's solution](#)

1110.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,937 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[wengqizhi's solution](#)

1111.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,042 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wengqizhi's solution](#)

1112.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[wengqizhi's solution](#)

1113.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[wengqizhi's solution](#)

1114.

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[wengqizhi's solution](#)

1115.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[wengqizhi's solution](#)

1116.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[wengqizhi's solution](#)

1117.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[wengqizhi's solution](#)

1118.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, number theory

[wengqizhi's solution](#)

1119.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: — · first AC: 2026-04-22 · last AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[wengqizhi's solution](#)

1120.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[wengqizhi's solution](#)

1121.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[wengqizhi's solution](#)

1122.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,301 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[wengqizhi's solution](#)

1123.

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[wengqizhi's solution](#)

1124.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,635 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[wengqizhi's solution](#)

1125.

2220F

[MEX Replacement on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1126.

2220E

[Coloring a Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[wengqizhi's solution](#)

1127.

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[wengqizhi's solution](#)

1128.

2220D1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[wengqizhi's solution](#)

1129.

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[wengqizhi's solution](#)

1130.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[wengqizhi's solution](#)

1131.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,089 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[wengqizhi's solution](#)

1132.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[wengqizhi's solution](#)

1133.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[wengqizhi's solution](#)

1134.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[wengqizhi's solution](#)

1135.

2219B2

[Unique Values \(Hard version\) · Tutorial](#)

Quality: 3,203 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[wengqizhi's solution](#)

1136.

2219A

[Grid L · Tutorial](#)

Quality: 8,976 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[wengqizhi's solution](#)

1137.

106353G

[Group Photo · Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1138.

106353J

[Juggling Keys · Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1139.

106353B

[Bisecting Bargain · Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1140.

106353C

[Canal Crossing · Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1141.

106353A

[Arcade Crane · Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1142.

106353E

[Erratic Lights · Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1143.

106353D

[Dreamcatcher · Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1144.

106353L

[Last Christmas · Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1145.

106353F

[Fair Share · Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1146.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1147.

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1148.

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1149.

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1150.

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1151.

106124I

[Instagraph](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1152.

106124C

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

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1153.

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1154.

106124A

[Arithmetic Adaptation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1155.

105487B

[Aho-Corasick Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1156.

105487J

[Sum of Squares of GCDs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1157.

105487D

[Excellent Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1158.

105487I

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

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1159.

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1160.

105487G

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

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1161.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1162.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1163.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1164.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1165.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1166.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1167.

105941B

[Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1168.

105941I

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Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1169.

105941K

[Ring Trick II · Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1170.

105941L

[Astral Decay · Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1171.

105941C

[Toxel NjSihVp't](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1172.

105941G

[vōtNag Y'rizĒ-Æ](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1173.

105941E

[SiūTjE](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1174.

105941F

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Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1175.

105941H

[h TQyep](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1176.

105941J

[Ring Trick · Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

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105941M

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Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1178.

105941D

[2025 · Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1179.

106030M

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

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1180.

106030F

[Pico Park](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1181.

106030D

[g++ Prep](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1182.

106030C

[Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1183.

106030A

[Niyin bÉQyepÿ IBTCE](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1184.

106030E

[T bM%tÜ](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1185.

106030I

[Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1186.

106030K

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Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1187.

106030J

[š°Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1188.

106030B

[osu!mania](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1189.

105909B

[wōito\[~!š](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1190.

105909E

[Wengqizhi's solution](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1191.

105909L

[Qabab*](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1192.

105909G

[Xuvianjo+](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1193.

105909C

[fwoSi-!](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1194.

105909I

[a tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1195.

105909A

[h tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1196.

105909F

[T\(u,v\),u T\)h](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1197.

105909K

[UNOy Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1198.

105909J

[Generate 01 String · Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1199.

105909D

[N tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1200.

105909M

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Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1201.

105909H

[What is all you need?](#) · Tutorial

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1202.

105911C

[Osiris](#) · Tutorial

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1203.

105911L

[Regnaissance](#) · Tutorial

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1204.

105911H

[Bingo Game](#) · Tutorial

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1205.

105911E

[God's String on This Wonderful World](#) · Tutorial

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1206.

105911F

[Caloric Difference](#) · Tutorial

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1207.

105911I

[Dating Day](#) · Tutorial

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1208.

105911D

[Virtuous Pope](#) · Tutorial

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1209.

105911K

[Rotation](#) · Tutorial

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1210.

105911G

[Exploration](#) · Tutorial

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1211.

105911M

[Divide coins](#) · Tutorial

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1212.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1213.

105945C

[Cutting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1214.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1215.

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1216.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1217.

105945J

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

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1218.

105945H

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

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1219.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1220.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1221.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1222.

104651B

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

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1223.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1224.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1225.

104651H

[Hurricane](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1226.

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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1227.

104651J

[Find the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1228.

104651F

[Flying Ship Story](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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1229.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1230.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1231.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1232.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1233.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1234.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1235.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1236.

105949E

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

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1237.

105949B

[Ternary](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1238.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1239.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1240.

105949K

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

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1241.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1242.

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1243.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1244.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1245.

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1246.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1247.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1248.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1249.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1250.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1251.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1252.

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1253.

105444M

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

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1254.

105992C

[Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1255.

105992E

[Djangle v. Tepin-Óg,](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1256.

105992G

[w Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1257.

105992M

[Tutorial h8](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1258.

105992J

[Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1259.

105992K

[Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1260.

105992D

[Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1261.

105992I

[Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1262.

105992H

[Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1263.

105977H

[Tutorial](#)

Rating: — · first AC: 2025-07-20 · last AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1264.

105977E

[Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1265.

105977C

[Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1266.

105977I

[Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1267.

105977D

[NOISE](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[wengqizhi's solution](#)

1268.

105977L

[Oleptrial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1269.

105977G

[p'EsobK](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1270.

105977J

[g.TuPhaThN 'Ñ](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1271.

105977K

[VERTeX · Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1272.

105977M

[•6080trial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1273.

104670E

[Eavesdropper Evasion · Tutorial](#)

Rating: — · first AC: 2025-07-17 · last AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1274.

104901B

[Graph Partitioning 2 · Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1275.

105492H

[Horse Habitat · Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1276.

105492F

[Failing Factory · Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1277.

104901M

[Almost Convex · Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[wengqizhi's solution](#)

1278.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1279.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[wengqizhi's solution](#)

1280.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1281.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1282.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1283.

104396K

[Similarity \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[wengqizhi's solution](#)

1284.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1285.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1286.

104396J

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

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1287.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1288.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1289.

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1290.

105578A

[Safety First](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1291.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1292.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1293.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1294.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1295.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1296.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1297.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1298.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1299.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1300.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1301.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1302.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1303.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1304.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1305.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1306.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1307.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1308.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wengqizhi's solution](#)

1309.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1310.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1311.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1312.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1313.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1314.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1315.

104813J

[Game on a Forest](#) · [Tutorial](#)

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

[wengqizhi's solution](#)

1316.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

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

[wengqizhi's solution](#)

1317.

104813M

[Painter](#) · [Tutorial](#)

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

[wengqizhi's solution](#)

1318.

104813B

[Memory](#) · [Tutorial](#)

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

[wengqizhi's solution](#)

1319.

104813L

[Palm Island](#) · [Tutorial](#)

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

[wengqizhi's solution](#)

1320.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

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

[wengqizhi's solution](#)

1321.

104891H

[Random Tree Parking](#) · [Tutorial](#)

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

[wengqizhi's solution](#)

1322.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

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

[wengqizhi's solution](#)

1323.

104891I

[Refresher into Midas](#) · [Tutorial](#)

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

[wengqizhi's solution](#)

1324.

104891J

[Teleportation](#) · [Tutorial](#)

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

[wengqizhi's solution](#)

1325.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1326.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1327.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1328.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1329.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1330.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1331.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1332.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1333.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1334.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1335.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1336.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1337.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1338.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[wengqizhi's solution](#)

1339.

105459G

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1340.

105459C

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1341.

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1342.

104065H

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1343.

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1344.

104065G

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1345.

104065C

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1346.

105423D

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1347.

105385A

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1348.

105385I

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1349.

104053M

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1350.

104053H

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1351.

104053E

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1352.

104053L

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1353.

103427L

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1354.

103427I

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1355.

103427H

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1356.

103427J

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1357.

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1358.

103427M

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1359.

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1360.

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102900I

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1362.

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1363.

102900D

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1364.

102900B

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1365.

102900M

[Gitignore](#) · [Tutorial](#)

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1366.

102900G

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1367.

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1368.

104417E

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1369.

104417J

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1370.

104417B

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1372.

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1373.

104417G

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1374.

104417I

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1375.

104417A

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1376.

105358K

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1377.

104128B

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1378.

104128D

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1379.

104128G

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1380.

104128I

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1381.

104077D

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1382.

104077A

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1383.

104077B

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1384.

104077L

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1385.

104077E

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1386.

104077G

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1387.

104077C

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1388.

104077J

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1389.

104077F

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1390.

104869B

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1391.

104869I

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1392.

104869M

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1393.

104869K

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1394.

104869E

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1395.

104869J

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104869C

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1397.

1193A

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1398.

1662C

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