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Unique solved — wutongchun

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Count: 627

- 1.**
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2161A
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2053A
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2048A
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10.

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13.

1991A

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15.

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16.

1088A

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17.

731A

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18.

1152A

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19.

1684B

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20.

1684A

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21.

1797A

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1916A

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1779A

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24.

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1810B

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26.

1810A

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28.

1864A

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29.

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1818A

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31.

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1782A

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33.

1775A1

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34.

2157B

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35.

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36.

2062B

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38.

2035B

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1726A

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1927B

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41.

1779B

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42.

1896B

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43.

1837B

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44.

1818B

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45.

1775A2

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46.

2002B

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47.

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48.

1916B

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49.

1837C

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50.

1802B

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51.

1782B

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52.

2084B

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53.

1726B

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54.

1991B

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55.

1984B

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56.

1797B

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57.

1827A

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58.

1685A

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59.

1864B

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60.

2135A

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61.

2174A

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62.

2161C

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1874A

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64.

2062C

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65.

2053B

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66.

2048C

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67.

2002C

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68.

1987C

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69.

1916C

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70.

1870B

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71.

1819A

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72.

2101A

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73.

2129A

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74.

1815A

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75.

1943A

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76.

2150A

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77.

1446A

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78.

2023A

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79.

1726C

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80.

1991C

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Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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81.

1984C1

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82.

1152B

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83.

1667A

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

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84.

1810C

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85.

1603A

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86.

1889A

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87.

1870C

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88.

1868A

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89.

1864C

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90.

1753A1

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91.

1775B

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92.

1965A

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93.

2066A

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94.

2157C

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95.

1967B1

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96.

1967A

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97.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[wutongchun's solution](#)

98.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[wutongchun's solution](#)

99.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[wutongchun's solution](#)

100.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[wutongchun's solution](#)

101.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[wutongchun's solution](#)

102.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[wutongchun's solution](#)

103.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[wutongchun's solution](#)

104.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[wutongchun's solution](#)

105.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[wutongchun's solution](#)

106.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[wutongchun's solution](#)

107.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[wutongchun's solution](#)

108.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wutongchun's solution](#)

109.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[wutongchun's solution](#)

110.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wutongchun's solution](#)

111.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[wutongchun's solution](#)

112.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[wutongchun's solution](#)

113.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[wutongchun's solution](#)

114.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[wutongchun's solution](#)

115.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[wutongchun's solution](#)

116.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[wutongchun's solution](#)

117.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[wutongchun's solution](#)

118.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[wutongchun's solution](#)

119.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[wutongchun's solution](#)

120.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[wutongchun's solution](#)

121.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[wutongchun's solution](#)

122.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[wutongchun's solution](#)

123.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[wutongchun's solution](#)

124.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[wutongchun's solution](#)

125.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[wutongchun's solution](#)

126.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[wutongchun's solution](#)

127.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[wutongchun's solution](#)

128.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[wutongchun's solution](#)

129.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[wutongchun's solution](#)

130.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wutongchun's solution](#)

131.

1213D2

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

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[wutongchun's solution](#)

132.

1802C

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

Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[wutongchun's solution](#)

133.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[wutongchun's solution](#)

134.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[wutongchun's solution](#)

135.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[wutongchun's solution](#)

136.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[wutongchun's solution](#)

137.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[wutongchun's solution](#)

138.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[wutongchun's solution](#)

139.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[wutongchun's solution](#)

140.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[wutongchun's solution](#)

141.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[wutongchun's solution](#)

142.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[wutongchun's solution](#)

143.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[wutongchun's solution](#)

144.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[wutongchun's solution](#)

145.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[wutongchun's solution](#)

146.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[wutongchun's solution](#)

147.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[wutongchun's solution](#)

148.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[wutongchun's solution](#)

149.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[wutongchun's solution](#)

150.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[wutongchun's solution](#)

151.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[wutongchun's solution](#)

152.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[wutongchun's solution](#)

153.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[wutongchun's solution](#)

154.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[wutongchun's solution](#)

155.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[wutongchun's solution](#)

156.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[wutongchun's solution](#)

157.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[wutongchun's solution](#)

158.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[wutongchun's solution](#)

159.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[wutongchun's solution](#)

160.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[wutongchun's solution](#)

161.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[wutongchun's solution](#)

162.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[wutongchun's solution](#)

163.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[wutongchun's solution](#)

164.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[wutongchun's solution](#)

165.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[wutongchun's solution](#)

166.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[wutongchun's solution](#)

167.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[wutongchun's solution](#)

168.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[wutongchun's solution](#)

169.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[wutongchun's solution](#)

170.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[wutongchun's solution](#)

171.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[wutongchun's solution](#)

172.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[wutongchun's solution](#)

173.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[wutongchun's solution](#)

174.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[wutongchun's solution](#)

175.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[wutongchun's solution](#)

176.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[wutongchun's solution](#)

177.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[wutongchun's solution](#)

178.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[wutongchun's solution](#)

179.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[wutongchun's solution](#)

180.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[wutongchun's solution](#)

181.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[wutongchun's solution](#)

182.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[wutongchun's solution](#)

183.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[wutongchun's solution](#)

184.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[wutongchun's solution](#)

185.

2038G

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

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[wutongchun's solution](#)

186.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[wutongchun's solution](#)

187.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[wutongchun's solution](#)

188.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[wutongchun's solution](#)

189.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[wutongchun's solution](#)

190.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[wutongchun's solution](#)

191.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search

[wutongchun's solution](#)

192.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[wutongchun's solution](#)

193.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[wutongchun's solution](#)

194.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[wutongchun's solution](#)

195.

1887A2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[wutongchun's solution](#)

196.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[wutongchun's solution](#)

197.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[wutongchun's solution](#)

198.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[wutongchun's solution](#)

199.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[wutongchun's solution](#)

200.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[wutongchun's solution](#)

201.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[wutongchun's solution](#)

202.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[wutongchun's solution](#)

203.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[wutongchun's solution](#)

204.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[wutongchun's solution](#)

205.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[wutongchun's solution](#)

206.

1588B

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

Rating: 2000 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[wutongchun's solution](#)

207.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[wutongchun's solution](#)

208.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[wutongchun's solution](#)

209.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[wutongchun's solution](#)

210.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[wutongchun's solution](#)

211.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[wutongchun's solution](#)

212.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[wutongchun's solution](#)

213.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[wutongchun's solution](#)

214.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[wutongchun's solution](#)

215.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-11-20 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[wutongchun's solution](#)

216.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[wutongchun's solution](#)

217.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[wutongchun's solution](#)

218.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[wutongchun's solution](#)

219.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[wutongchun's solution](#)

220.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[wutongchun's solution](#)

221.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[wutongchun's solution](#)

222.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, geometry, greedy, implementation, math

[wutongchun's solution](#)

223.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[wutongchun's solution](#)

224.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[wutongchun's solution](#)

225.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[wutongchun's solution](#)

226.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[wutongchun's solution](#)

227.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[wutongchun's solution](#)

228.

2150C

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

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[wutongchun's solution](#)

229.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[wutongchun's solution](#)

230.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[wutongchun's solution](#)

231.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[wutongchun's solution](#)

232.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[wutongchun's solution](#)

233.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[wutongchun's solution](#)

234.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[wutongchun's solution](#)

235.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[wutongchun's solution](#)

236.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[wutongchun's solution](#)

237.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[wutongchun's solution](#)

238.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[wutongchun's solution](#)

239.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[wutongchun's solution](#)

240.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[wutongchun's solution](#)

241.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, implementation, math

[wutongchun's solution](#)

242.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[wutongchun's solution](#)

243.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[wutongchun's solution](#)

244.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[wutongchun's solution](#)

245.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[wutongchun's solution](#)

246.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[wutongchun's solution](#)

247.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[wutongchun's solution](#)

248.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[wutongchun's solution](#)

249.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[wutongchun's solution](#)

250.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[wutongchun's solution](#)

251.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[wutongchun's solution](#)

252.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[wutongchun's solution](#)

253.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[wutongchun's solution](#)

254.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[wutongchun's solution](#)

255.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: flows

[wutongchun's solution](#)

256.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[wutongchun's solution](#)

257.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[wutongchun's solution](#)

258.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[wutongchun's solution](#)

259.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[wutongchun's solution](#)

260.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[wutongchun's solution](#)

261.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[wutongchun's solution](#)

262.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[wutongchun's solution](#)

263.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[wutongchun's solution](#)

264.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[wutongchun's solution](#)

265.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[wutongchun's solution](#)

266.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[wutongchun's solution](#)

267.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[wutongchun's solution](#)

268.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[wutongchun's solution](#)

269.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[wutongchun's solution](#)

270.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[wutongchun's solution](#)

271.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[wutongchun's solution](#)

272.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special
[wutongchun's solution](#)

273.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special
[wutongchun's solution](#)

274.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[wutongchun's solution](#)

275.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[wutongchun's solution](#)

276.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, expression parsing, graphs, implementation
[wutongchun's solution](#)

277.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[wutongchun's solution](#)

278.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[wutongchun's solution](#)

279.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[wutongchun's solution](#)

280.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[wutongchun's solution](#)

281.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[wutongchun's solution](#)

282.

1172C1

[Nauuo and Pictures \(easy version\) · Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[wutongchun's solution](#)

283.

670F

[Restore a Number · Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[wutongchun's solution](#)

284.

888G

[Xor-MST · Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[wutongchun's solution](#)

285.

1797E

[Li Hua and Array · Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers
[wutongchun's solution](#)

286.

1916E

[Happy Life in University · Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[wutongchun's solution](#)

287.

1603C

[Extreme Extension · Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[wutongchun's solution](#)

288.

713C

[Sonya and Problem Without a Legend · Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings
[wutongchun's solution](#)

289.

1198D

[Rectangle Painting 1 · Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp
[wutongchun's solution](#)

290.

1093G

[Multidimensional Queries · Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures
[wutongchun's solution](#)

291.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\) · Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
[wutongchun's solution](#)

292.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[wutongchun's solution](#)

293.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[wutongchun's solution](#)

294.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[wutongchun's solution](#)

295.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[wutongchun's solution](#)

296.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[wutongchun's solution](#)

297.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[wutongchun's solution](#)

298.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[wutongchun's solution](#)

299.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices

[wutongchun's solution](#)

300.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[wutongchun's solution](#)

301.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wutongchun's solution](#)

302.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[wutongchun's solution](#)

303.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[wutongchun's solution](#)

304.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[wutongchun's solution](#)

305.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[wutongchun's solution](#)

306.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[wutongchun's solution](#)

307.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[wutongchun's solution](#)

308.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[wutongchun's solution](#)

309.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[wutongchun's solution](#)

310.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[wutongchun's solution](#)

311.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[wutongchun's solution](#)

312.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[wutongchun's solution](#)

313.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[wutongchun's solution](#)

314.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[wutongchun's solution](#)

315.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities

[wutongchun's solution](#)

316.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wutongchun's solution](#)

317.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[wutongchun's solution](#)

318.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[wutongchun's solution](#)

319.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[wutongchun's solution](#)

320.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[wutongchun's solution](#)

321.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-11-20 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[wutongchun's solution](#)

322.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[wutongchun's solution](#)

323.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[wutongchun's solution](#)

324.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[wutongchun's solution](#)

325.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[wutongchun's solution](#)

326.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[wutongchun's solution](#)

327.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[wutongchun's solution](#)

328.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[wutongchun's solution](#)

329.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[wutongchun's solution](#)

330.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[wutongchun's solution](#)

331.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[wutongchun's solution](#)

332.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings
[wutongchun's solution](#)

333.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[wutongchun's solution](#)

334.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[wutongchun's solution](#)

335.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[wutongchun's solution](#)

336.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers
[wutongchun's solution](#)

337.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[wutongchun's solution](#)

338.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[wutongchun's solution](#)

339.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[wutongchun's solution](#)

340.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[wutongchun's solution](#)

341.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[wutongchun's solution](#)

342.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[wutongchun's solution](#)

343.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[wutongchun's solution](#)

344.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[wutongchun's solution](#)

345.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[wutongchun's solution](#)

346.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[wutongchun's solution](#)

347.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wutongchun's solution](#)

348.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[wutongchun's solution](#)

349.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wutongchun's solution](#)

350.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[wutongchun's solution](#)

351.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[wutongchun's solution](#)

352.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[wutongchun's solution](#)

353.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[wutongchun's solution](#)

354.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[wutongchun's solution](#)

355.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[wutongchun's solution](#)

356.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[wutongchun's solution](#)

357.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[wutongchun's solution](#)

358.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[wutongchun's solution](#)

359.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[wutongchun's solution](#)

360.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[wutongchun's solution](#)

361.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[wutongchun's solution](#)

362.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[wutongchun's solution](#)

363.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[wutongchun's solution](#)

364.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[wutongchun's solution](#)

365.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[wutongchun's solution](#)

366.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[wutongchun's solution](#)

367.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[wutongchun's solution](#)

368.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[wutongchun's solution](#)

369.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[wutongchun's solution](#)

370.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[wutongchun's solution](#)

371.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[wutongchun's solution](#)

372.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings
[wutongchun's solution](#)

373.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[wutongchun's solution](#)

374.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics
[wutongchun's solution](#)

375.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[wutongchun's solution](#)

376.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy
[wutongchun's solution](#)

377.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[wutongchun's solution](#)

378.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows
[wutongchun's solution](#)

379.

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: math
[wutongchun's solution](#)

380.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dp
[wutongchun's solution](#)

381.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy,

implementation, math

[wutongchun's solution](#)

382.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[wutongchun's solution](#)

383.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[wutongchun's solution](#)

384.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[wutongchun's solution](#)

385.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wutongchun's solution](#)

386.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wutongchun's solution](#)

387.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[wutongchun's solution](#)

388.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[wutongchun's solution](#)

389.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[wutongchun's solution](#)

390.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wutongchun's solution](#)

391.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[wutongchun's solution](#)

392.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[wutongchun's solution](#)

393.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[wutongchun's solution](#)

394.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[wutongchun's solution](#)

395.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[wutongchun's solution](#)

396.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[wutongchun's solution](#)

397.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[wutongchun's solution](#)

398.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[wutongchun's solution](#)

399.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[wutongchun's solution](#)

400.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[wutongchun's solution](#)

401.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math,

matrices, trees

[wutongchun's solution](#)

402.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wutongchun's solution](#)

403.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[wutongchun's solution](#)

404.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[wutongchun's solution](#)

405.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[wutongchun's solution](#)

406.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[wutongchun's solution](#)

407.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[wutongchun's solution](#)

408.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wutongchun's solution](#)

409.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[wutongchun's solution](#)

410.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[wutongchun's solution](#)

411.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[wutongchun's solution](#)

412.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing

[wutongchun's solution](#)

413.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[wutongchun's solution](#)

414.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[wutongchun's solution](#)

415.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[wutongchun's solution](#)

416.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[wutongchun's solution](#)

417.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[wutongchun's solution](#)

418.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[wutongchun's solution](#)

419.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[wutongchun's solution](#)

420.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[wutongchun's solution](#)

421.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[wutongchun's solution](#)

422.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[wutongchun's solution](#)

423.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[wutongchun's solution](#)

424.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[wutongchun's solution](#)

425.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[wutongchun's solution](#)

426.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[wutongchun's solution](#)

427.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[wutongchun's solution](#)

428.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[wutongchun's solution](#)

429.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[wutongchun's solution](#)

430.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[wutongchun's solution](#)

431.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[wutongchun's solution](#)

432.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[wutongchun's solution](#)

433.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[wutongchun's solution](#)

434.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[wutongchun's solution](#)

435.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[wutongchun's solution](#)

436.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, trees

[wutongchun's solution](#)

437.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[wutongchun's solution](#)

438.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[wutongchun's solution](#)

439.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[wutongchun's solution](#)

440.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[wutongchun's solution](#)

441.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[wutongchun's solution](#)

442.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[wutongchun's solution](#)

443.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, trees
[wutongchun's solution](#)

444.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: graphs
[wutongchun's solution](#)

445.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers
[wutongchun's solution](#)

446.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities
[wutongchun's solution](#)

447.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[wutongchun's solution](#)

448.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[wutongchun's solution](#)

449.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[wutongchun's solution](#)

450.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-09-16 · last AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[wutongchun's solution](#)

451.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[wutongchun's solution](#)

452.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[wutongchun's solution](#)

453.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[wutongchun's solution](#)

454.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[wutongchun's solution](#)

455.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[wutongchun's solution](#)

456.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[wutongchun's solution](#)

457.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[wutongchun's solution](#)

458.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[wutongchun's solution](#)

459.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[wutongchun's solution](#)

460.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[wutongchun's solution](#)

461.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[wutongchun's solution](#)

462.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[wutongchun's solution](#)

463.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[wutongchun's solution](#)

464.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math
[wutongchun's solution](#)

465.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[wutongchun's solution](#)

466.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities
[wutongchun's solution](#)

467.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[wutongchun's solution](#)

468.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[wutongchun's solution](#)

469.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory
[wutongchun's solution](#)

470.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry
[wutongchun's solution](#)

471.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[wutongchun's solution](#)

472.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[wutongchun's solution](#)

473.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[wutongchun's solution](#)

474.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
[wutongchun's solution](#)

475.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[wutongchun's solution](#)

476.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory
[wutongchun's solution](#)

477.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[wutongchun's solution](#)

478.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[wutongchun's solution](#)

479.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, trees
[wutongchun's solution](#)

480.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities
[wutongchun's solution](#)

481.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[wutongchun's solution](#)

482.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities
[wutongchun's solution](#)

483.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[wutongchun's solution](#)

484.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[wutongchun's solution](#)

485.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer
[wutongchun's solution](#)

486.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: strings
[wutongchun's solution](#)

487.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[wutongchun's solution](#)

488.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows
[wutongchun's solution](#)

489.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[wutongchun's solution](#)

490.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings
[wutongchun's solution](#)

491.

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2026-01-24 · last AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry
[wutongchun's solution](#)

492.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs,

implementation, trees

[wutongchun's solution](#)

493.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[wutongchun's solution](#)

494.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[wutongchun's solution](#)

495.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[wutongchun's solution](#)

496.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[wutongchun's solution](#)

497.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[wutongchun's solution](#)

498.

429E

[Points and Segments](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 3000 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[wutongchun's solution](#)

499.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[wutongchun's solution](#)

500.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[wutongchun's solution](#)

501.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[wutongchun's solution](#)

502.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees

[wutongchun's solution](#)

503.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[wutongchun's solution](#)

504.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[wutongchun's solution](#)

505.

1667E

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

Quality: 813 global accepts · Rating: 3000 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[wutongchun's solution](#)

506.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[wutongchun's solution](#)

507.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[wutongchun's solution](#)

508.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[wutongchun's solution](#)

509.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[wutongchun's solution](#)

510.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[wutongchun's solution](#)

511.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[wutongchun's solution](#)

512.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[wutongchun's solution](#)

513.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[wutongchun's solution](#)

514.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[wutongchun's solution](#)

515.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[wutongchun's solution](#)

516.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[wutongchun's solution](#)

517.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-01-12 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[wutongchun's solution](#)

518.

1924E

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

Quality: 535 global accepts · Rating: 3100 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[wutongchun's solution](#)

519.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[wutongchun's solution](#)

520.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, strings

[wutongchun's solution](#)

521.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[wutongchun's solution](#)

522.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[wutongchun's solution](#)

523.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[wutongchun's solution](#)

524.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[wutongchun's solution](#)

525.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[wutongchun's solution](#)

526.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[wutongchun's solution](#)

527.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[wutongchun's solution](#)

528.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[wutongchun's solution](#)

529.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[wutongchun's solution](#)

530.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[wutongchun's solution](#)

531.

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[wutongchun's solution](#)

532.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[wutongchun's solution](#)

533.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[wutongchun's solution](#)

534.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[wutongchun's solution](#)

535.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[wutongchun's solution](#)

536.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[wutongchun's solution](#)

537.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[wutongchun's solution](#)

538.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[wutongchun's solution](#)

539.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[wutongchun's solution](#)

540.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wutongchun's solution](#)

541.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, matrices

[wutongchun's solution](#)

542.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[wutongchun's solution](#)

543.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[wutongchun's solution](#)

544.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy
[wutongchun's solution](#)

545.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, probabilities, trees
[wutongchun's solution](#)

546.

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
[wutongchun's solution](#)

547.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities
[wutongchun's solution](#)

548.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[wutongchun's solution](#)

549.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: flows
[wutongchun's solution](#)

550.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry
[wutongchun's solution](#)

551.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees
[wutongchun's solution](#)

552.

1588E

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

Rating: 3200 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers
[wutongchun's solution](#)

553.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
[wutongchun's solution](#)

554.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[wutongchun's solution](#)

555.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[wutongchun's solution](#)

556.

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[wutongchun's solution](#)

557.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[wutongchun's solution](#)

558.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[wutongchun's solution](#)

559.

414E

[Mashmikh's Designed Problem](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 3200 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wutongchun's solution](#)

560.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-01-06 · last AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[wutongchun's solution](#)

561.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[wutongchun's solution](#)

562.

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[wutongchun's solution](#)

563.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[wutongchun's solution](#)

564.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[wutongchun's solution](#)

565.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[wutongchun's solution](#)

566.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[wutongchun's solution](#)

567.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[wutongchun's solution](#)

568.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[wutongchun's solution](#)

569.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp

[wutongchun's solution](#)

570.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[wutongchun's solution](#)

571.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[wutongchun's solution](#)

572.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[wutongchun's solution](#)

573.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[wutongchun's solution](#)

574.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees

[wutongchun's solution](#)

575.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy,

implementation

[wutongchun's solution](#)

576.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[wutongchun's solution](#)

577.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-03-31 · last AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[wutongchun's solution](#)

578.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[wutongchun's solution](#)

579.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, math

[wutongchun's solution](#)

580.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[wutongchun's solution](#)

581.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees

[wutongchun's solution](#)

582.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wutongchun's solution](#)

583.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[wutongchun's solution](#)

584.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[wutongchun's solution](#)

585.

2080D

[Order Statistics](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 3400 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search

[wutongchun's solution](#)

586.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[wutongchun's solution](#)

587.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings
[wutongchun's solution](#)

588.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[wutongchun's solution](#)

589.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings
[wutongchun's solution](#)

590.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math
[wutongchun's solution](#)

591.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[wutongchun's solution](#)

592.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory
[wutongchun's solution](#)

593.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle
[wutongchun's solution](#)

594.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures
[wutongchun's solution](#)

595.

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[wutongchun's solution](#)

596.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[wutongchun's solution](#)

597.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[wutongchun's solution](#)

598.

1868E

[Min-Sum-Max](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 3500 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[wutongchun's solution](#)

599.

1938M

[Zig-zag](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[wutongchun's solution](#)

600.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[wutongchun's solution](#)

601.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[wutongchun's solution](#)

602.

2161H

[Cycle Sort](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[wutongchun's solution](#)

603.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[wutongchun's solution](#)

604.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[wutongchun's solution](#)

605.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3500 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[wutongchun's solution](#)

606.

1874G

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

Quality: 146 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[wutongchun's solution](#)

607.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[wutongchun's solution](#)

608.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs

[wutongchun's solution](#)

609.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[wutongchun's solution](#)

610.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[wutongchun's solution](#)

611.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[wutongchun's solution](#)

612.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs

[wutongchun's solution](#)

613.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[wutongchun's solution](#)

614.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[wutongchun's solution](#)

615.

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[wutongchun's solution](#)

616.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[wutongchun's solution](#)

617.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs
[wutongchun's solution](#)

618.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
[wutongchun's solution](#)

619.

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[wutongchun's solution](#)

620.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[wutongchun's solution](#)

621.

100496B

[Bicoloring of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[wutongchun's solution](#)

622.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[wutongchun's solution](#)

623.

102586J

[Median Replace Hard](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[wutongchun's solution](#)

624.

102411D

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

Rating: — · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[wutongchun's solution](#)

625.

101383I

[Wrapping Threads Around](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[wutongchun's solution](#)

626.

104128L

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

Rating: — · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[wutongchun's solution](#)

627.

105631M

[Make SYSU Great Again 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[wutongchun's solution](#)