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# Unique solved — wzc IOI czw

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

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Filters: none

Count: 1,044

1.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)  
[wzc IOI czw's solution](#)

2.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [strings](#)  
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3.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)  
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4.

2048A

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5.

2034A

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6.

1931B

[Make Equal](#) · [Tutorial](#)

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[wzc IOI czw's solution](#)

7.

1931A

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[wzc IOI czw's solution](#)

8.

2035A

[Sliding](#) · [Tutorial](#)

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9.

2039A

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Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [number theory](#)  
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**10.**

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**11.**

2038N

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**12.**

2029A

[Set](#) · [Tutorial](#)

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**13.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

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1984A

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**15.**

1975A

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**16.**

1750B

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**17.**

1750A

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Quality: 17,830 global accepts · Rating: 800 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
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**18.**

1738A

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**19.**

1934A

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**20.**

1942A

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**21.**

1672B

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Quality: 16,468 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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1672A

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**23.**

1909A

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1917A

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**25.**

1912L

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**26.**

1902A

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**27.**

1886A

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**28.**

1884A

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**29.**

1859A

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**30.**

1626A

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**31.**

1861A

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**32.**

1864A

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**33.**

1799A

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**34.**

1844A

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**35.**

1315A

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**36.**

1847A

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**37.**

1845A

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**38.**

1842A

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

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**39.**

1841A

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**40.**

1569A

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41.

1574A

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42.

1838A

[Blackboard List](#) · [Tutorial](#)

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43.

1633B

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44.

1633A

[Div. 7](#) · [Tutorial](#)

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45.

1519B

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46.

1519A

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47.

1839A

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Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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48.

1307A

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49.

1837A

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50.

1832A

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51.

1825A

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**52.**

1821A

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**53.**

1823A

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**54.**

1805B

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**55.**

1805A

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**56.**

1809A

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**57.**

1798A

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**58.**

1099A

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**59.**

1806A

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**60.**

1665A

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**61.**

1802A

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**62.**

1796A

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**63.**

1789B

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**64.**

1789A

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**65.**

1795A

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**66.**

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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**67.**

1734A

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**68.**

1788A

[One and Two](#) · [Tutorial](#)

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**69.**

1793A

[Yet Another Promotion](#) · [Tutorial](#)

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**70.**

1786A1

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**71.**

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

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**72.**

1778A

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**73.**

1792A

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**74.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**75.**

1777A

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**76.**

1781A

[Parallel Projection](#) · [Tutorial](#)

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**77.**

1711A

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**78.**

1768A

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**79.**

1763A

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**80.**

1398B

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**81.**

1398A

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**82.**

1782A

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**83.**

1775A1

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**84.**

1783A

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

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**85.**

1385B

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**86.**

1385A

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**87.**

1535A

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**88.**

1499A

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**89.**

1511A

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**90.**

1766A

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**91.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-18 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[wzc IOI czw's solution](#)

- 92.**  
1767A  
[Cut the Triangle](#) · [Tutorial](#)  
Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-18 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wzc IOI czw's solution](#)
- 93.**  
1701B  
[Permutation](#) · [Tutorial](#)  
Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[wzc IOI czw's solution](#)
- 94.**  
1701A  
[Grass Field](#) · [Tutorial](#)  
Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wzc IOI czw's solution](#)
- 95.**  
1758A  
[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)  
Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[wzc IOI czw's solution](#)
- 96.**  
1236A  
[Stones](#) · [Tutorial](#)  
Quality: 17,251 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[wzc IOI czw's solution](#)
- 97.**  
1180A  
[Alex and a Rhombus](#) · [Tutorial](#)  
Quality: 27,427 global accepts · Rating: 800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math  
[wzc IOI czw's solution](#)
- 98.**  
1748A  
[The Ultimate Square](#) · [Tutorial](#)  
Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-12 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: math  
[wzc IOI czw's solution](#)
- 99.**  
702A  
[Maximum Increase](#) · [Tutorial](#)  
Quality: 55,017 global accepts · Rating: 800 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[wzc IOI czw's solution](#)
- 100.**  
976A  
[Minimum Binary Number](#) · [Tutorial](#)  
Quality: 10,974 global accepts · Rating: 800 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wzc IOI czw's solution](#)
- 101.**  
1547B  
[Alphabetical Strings](#) · [Tutorial](#)  
Quality: 27,901 global accepts · Rating: 800 · first AC: 2022-11-03 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[wzc IOI czw's solution](#)
- 102.**  
1547A  
[Shortest Path with Obstacle](#) · [Tutorial](#)  
Quality: 32,287 global accepts · Rating: 800 · first AC: 2022-11-03 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation,

math

[wzc IOI czw's solution](#)

### 103.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[wzc IOI czw's solution](#)

### 104.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[wzc IOI czw's solution](#)

### 105.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,161 global accepts · Rating: 800 · first AC: 2022-09-08 · last AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[wzc IOI czw's solution](#)

### 106.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[wzc IOI czw's solution](#)

### 107.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[wzc IOI czw's solution](#)

### 108.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[wzc IOI czw's solution](#)

### 109.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[wzc IOI czw's solution](#)

### 110.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[wzc IOI czw's solution](#)

### 111.

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wzc IOI czw's solution](#)

### 112.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[wzc IOI czw's solution](#)

**113.**

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[wzc IOI czw's solution](#)

**114.**

1649A

[Game](#) · [Tutorial](#)

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

[wzc IOI czw's solution](#)

**115.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[wzc IOI czw's solution](#)

**116.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[wzc IOI czw's solution](#)

**117.**

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[wzc IOI czw's solution](#)

**118.**

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[wzc IOI czw's solution](#)

**119.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[wzc IOI czw's solution](#)

**120.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,809 global accepts · Rating: 800 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[wzc IOI czw's solution](#)

**121.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wzc IOI czw's solution](#)

**122.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[wzc IOI czw's solution](#)

**123.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math,

number theory

[wzc IOI czw's solution](#)

**124.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings

[wzc IOI czw's solution](#)

**125.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[wzc IOI czw's solution](#)

**126.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[wzc IOI czw's solution](#)

**127.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: strings

[wzc IOI czw's solution](#)

**128.**

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-26 · last AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wzc IOI czw's solution](#)

**129.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-05-02 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[wzc IOI czw's solution](#)

**130.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2023-04-26 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[wzc IOI czw's solution](#)

**131.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wzc IOI czw's solution](#)

**132.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,894 global accepts · Rating: 900 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[wzc IOI czw's solution](#)

**133.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-19 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[wzc IOI czw's solution](#)

**134.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-22 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[wzc IOI czw's solution](#)

**135.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[wzc IOI czw's solution](#)

**136.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[wzc IOI czw's solution](#)

**137.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wzc IOI czw's solution](#)

**138.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wzc IOI czw's solution](#)

**139.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[wzc IOI czw's solution](#)

**140.**

1771A

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

Quality: 25,301 global accepts · Rating: 900 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[wzc IOI czw's solution](#)

**141.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wzc IOI czw's solution](#)

**142.**

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wzc IOI czw's solution](#)

**143.**

1709B

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

Quality: 25,842 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[wzc IOI czw's solution](#)

**144.**

1705B

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

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

[wzc IOI czw's solution](#)

**145.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[wzc IOI czw's solution](#)

**146.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wzc IOI czw's solution](#)

**147.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[wzc IOI czw's solution](#)

**148.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[wzc IOI czw's solution](#)

**149.**

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[wzc IOI czw's solution](#)

**150.**

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[wzc IOI czw's solution](#)

**151.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wzc IOI czw's solution](#)

**152.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[wzc IOI czw's solution](#)

**153.**

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[wzc IOI czw's solution](#)

**154.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[wzc IOI czw's solution](#)

**155.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers  
[wzc IOI czw's solution](#)

**156.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[wzc IOI czw's solution](#)

**157.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[wzc IOI czw's solution](#)

**158.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[wzc IOI czw's solution](#)

**159.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-26 · last AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[wzc IOI czw's solution](#)

**160.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[wzc IOI czw's solution](#)

**161.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2023-04-26 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[wzc IOI czw's solution](#)

**162.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[wzc IOI czw's solution](#)

**163.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation  
[wzc IOI czw's solution](#)

**164.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[wzc IOI czw's solution](#)

**165.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[wzc IOI czw's solution](#)

**166.**

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[wzc IOI czw's solution](#)

**167.**

1784A

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

Quality: 17,137 global accepts · Rating: 1000 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[wzc IOI czw's solution](#)

**168.**

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[wzc IOI czw's solution](#)

**169.**

1781B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[wzc IOI czw's solution](#)

**170.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[wzc IOI czw's solution](#)

**171.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[wzc IOI czw's solution](#)

**172.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-15 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wzc IOI czw's solution](#)

**173.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[wzc IOI czw's solution](#)

**174.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2022-07-09 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[wzc IOI czw's solution](#)

**175.**

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[wzc IOI czw's solution](#)

**176.**

1155A

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

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[wzc IOI czw's solution](#)

**177.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[wzc IOI czw's solution](#)

**178.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wzc IOI czw's solution](#)

**179.**

1614B

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

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[wzc IOI czw's solution](#)

**180.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,197 global accepts · Rating: 1000 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[wzc IOI czw's solution](#)

**181.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[wzc IOI czw's solution](#)

**182.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[wzc IOI czw's solution](#)

**183.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[wzc IOI czw's solution](#)

**184.**

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[wzc IOI czw's solution](#)

**185.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[wzc IOI czw's solution](#)

**186.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[wzc IOI czw's solution](#)

**187.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[wzc IOI czw's solution](#)

**188.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[wzc IOI czw's solution](#)

**189.**

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[wzc IOI czw's solution](#)

**190.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy  
[wzc IOI czw's solution](#)

**191.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers  
[wzc IOI czw's solution](#)

**192.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[wzc IOI czw's solution](#)

**193.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[wzc IOI czw's solution](#)

**194.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[wzc IOI czw's solution](#)

**195.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[wzc IOI czw's solution](#)

**196.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[wzc IOI czw's solution](#)

**197.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-06 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[wzc IOI czw's solution](#)

**198.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[wzc IOI czw's solution](#)

**199.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wzc IOI czw's solution](#)

**200.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,491 global accepts · Rating: 1100 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[wzc IOI czw's solution](#)

**201.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[wzc IOI czw's solution](#)

**202.**

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[wzc IOI czw's solution](#)

**203.**

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-11 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[wzc IOI czw's solution](#)

**204.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[wzc IOI czw's solution](#)

**205.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math  
[wzc IOI czw's solution](#)

**206.**

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[wzc IOI czw's solution](#)

**207.**

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[wzc IOI czw's solution](#)

**208.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees  
[wzc IOI czw's solution](#)

**209.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[wzc IOI czw's solution](#)

**210.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[wzc IOI czw's solution](#)

**211.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2022-11-03 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[wzc IOI czw's solution](#)

**212.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[wzc IOI czw's solution](#)

**213.**

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[wzc IOI czw's solution](#)

**214.**

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[wzc IOI czw's solution](#)

**215.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[wzc IOI czw's solution](#)

**216.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[wzc IOI czw's solution](#)

**217.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[wzc IOI czw's solution](#)

**218.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[wzc IOI czw's solution](#)

**219.**

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[wzc IOI czw's solution](#)

**220.**

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[wzc IOI czw's solution](#)

**221.**

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[wzc IOI czw's solution](#)

**222.**

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[wzc IOI czw's solution](#)

**223.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[wzc IOI czw's solution](#)

**224.**

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[wzc IOI czw's solution](#)

**225.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[wzc IOI czw's solution](#)

**226.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[wzc IOI czw's solution](#)

**227.**

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wzc IOI czw's solution](#)

**228.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wzc IOI czw's solution](#)

**229.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2023-04-26 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[wzc IOI czw's solution](#)

**230.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wzc IOI czw's solution](#)

**231.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[wzc IOI czw's solution](#)

**232.**

1734C

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

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[wzc IOI czw's solution](#)

**233.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[wzc IOI czw's solution](#)

**234.**

1792B

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

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-25 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[wzc IOI czw's solution](#)

**235.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wzc IOI czw's solution](#)

**236.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[wzc IOI czw's solution](#)

**237.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wzc IOI czw's solution](#)

**238.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wzc IOI czw's solution](#)

**239.**

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2022-09-08 · last AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[wzc IOI czw's solution](#)

**240.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[wzc IOI czw's solution](#)

**241.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wzc IOI czw's solution](#)

**242.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2022-07-09 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[wzc IOI czw's solution](#)

**243.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[wzc IOI czw's solution](#)

**244.**

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[wzc IOI czw's solution](#)

**245.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[wzc IOI czw's solution](#)

**246.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[wzc IOI czw's solution](#)

**247.**

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,293 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[wzc IOI czw's solution](#)

**248.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[wzc IOI czw's solution](#)

**249.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[wzc IOI czw's solution](#)

**250.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[wzc IOI czw's solution](#)

**251.**

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2024-05-21 · FPC (first AC) · Tags: implementation, math

[wzc IOI czw's solution](#)

**252.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[wzc IOI czw's solution](#)

**253.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[wzc IOI czw's solution](#)

**254.**

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[wzc IOI czw's solution](#)

**255.**

1889A

[Qingshan Loves Strings 2](#) · Tutorial

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[wzc IOI czw's solution](#)

**256.**

1819A

[Constructive Problem](#) · Tutorial

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[wzc IOI czw's solution](#)

**257.**

1868A

[Fill in the Matrix](#) · Tutorial

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[wzc IOI czw's solution](#)

**258.**

1864C

[Divisor Chain](#) · Tutorial

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[wzc IOI czw's solution](#)

**259.**

1601A

[Array Elimination](#) · Tutorial

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[wzc IOI czw's solution](#)

**260.**

1844C

[Particles](#) · Tutorial

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[wzc IOI czw's solution](#)

**261.**

1315B

[Homecoming](#) · Tutorial

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[wzc IOI czw's solution](#)

**262.**

1574C

[Slay the Dragon](#) · Tutorial

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[wzc IOI czw's solution](#)

**263.**

1418B

[Negative Prefixes](#) · Tutorial

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wzc IOI czw's solution](#)

**264.**

1839C

[Insert Zero and Invert Prefix](#) · Tutorial

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wzc IOI czw's solution](#)

**265.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math  
[wzc IOI czw's solution](#)

**266.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings  
[wzc IOI czw's solution](#)

**267.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-02 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[wzc IOI czw's solution](#)

**268.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-11 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[wzc IOI czw's solution](#)

**269.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
[wzc IOI czw's solution](#)

**270.**

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[wzc IOI czw's solution](#)

**271.**

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[wzc IOI czw's solution](#)

**272.**

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[wzc IOI czw's solution](#)

**273.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs  
[wzc IOI czw's solution](#)

**274.**

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[wzc IOI czw's solution](#)

**275.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[wzc IOI czw's solution](#)

**276.**

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[wzc IOI czw's solution](#)

**277.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wzc IOI czw's solution](#)

**278.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-15 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[wzc IOI czw's solution](#)

**279.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[wzc IOI czw's solution](#)

**280.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[wzc IOI czw's solution](#)

**281.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[wzc IOI czw's solution](#)

**282.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2022-11-03 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[wzc IOI czw's solution](#)

**283.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2022-09-21 · last AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[wzc IOI czw's solution](#)

**284.**

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[wzc IOI czw's solution](#)

**285.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[wzc IOI czw's solution](#)

**286.**

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[wzc IOI czw's solution](#)

**287.**

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[wzc IOI czw's solution](#)

**288.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2022-07-09 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[wzc IOI czw's solution](#)

**289.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[wzc IOI czw's solution](#)

**290.**

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[wzc IOI czw's solution](#)

**291.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math  
[wzc IOI czw's solution](#)

**292.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[wzc IOI czw's solution](#)

**293.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[wzc IOI czw's solution](#)

**294.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation  
[wzc IOI czw's solution](#)

**295.**

1931E

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

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings

[wzc IOI czw's solution](#)

**296.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[wzc IOI czw's solution](#)

**297.**

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[wzc IOI czw's solution](#)

**298.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[wzc IOI czw's solution](#)

**299.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[wzc IOI czw's solution](#)

**300.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[wzc IOI czw's solution](#)

**301.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[wzc IOI czw's solution](#)

**302.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[wzc IOI czw's solution](#)

**303.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[wzc IOI czw's solution](#)

**304.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wzc IOI czw's solution](#)

**305.**

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy  
[wzc IOI czw's solution](#)

**306.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[wzc IOI czw's solution](#)

**307.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[wzc IOI czw's solution](#)

**308.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings  
[wzc IOI czw's solution](#)

**309.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory  
[wzc IOI czw's solution](#)

**310.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-06 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[wzc IOI czw's solution](#)

**311.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings  
[wzc IOI czw's solution](#)

**312.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-26 · last AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[wzc IOI czw's solution](#)

**313.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2023-05-13 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers  
[wzc IOI czw's solution](#)

**314.**

1825C

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

Rating: 1400 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[wzc IOI czw's solution](#)

**315.**

1805C

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

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-20 · last AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[wzc IOI czw's solution](#)

**316.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[wzc IOI czw's solution](#)

**317.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[wzc IOI czw's solution](#)

**318.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[wzc IOI czw's solution](#)

**319.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[wzc IOI czw's solution](#)

**320.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[wzc IOI czw's solution](#)

**321.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[wzc IOI czw's solution](#)

**322.**

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[wzc IOI czw's solution](#)

**323.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[wzc IOI czw's solution](#)

**324.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-14 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[wzc IOI czw's solution](#)

**325.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[wzc IOI czw's solution](#)

**326.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[wzc IOI czw's solution](#)

**327.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[wzc IOI czw's solution](#)

**328.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wzc IOI czw's solution](#)

**329.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[wzc IOI czw's solution](#)

**330.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[wzc IOI czw's solution](#)

**331.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[wzc IOI czw's solution](#)

**332.**

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 1500 · first AC: 2024-05-21 · Go (first AC) · Tags: —

[wzc IOI czw's solution](#)

**333.**

1738C

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

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[wzc IOI czw's solution](#)

**334.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[wzc IOI czw's solution](#)

**335.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wzc IOI czw's solution](#)

**336.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[wzc IOI czw's solution](#)

**337.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[wzc IOI czw's solution](#)

**338.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[wzc IOI czw's solution](#)

**339.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[wzc IOI czw's solution](#)

**340.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[wzc IOI czw's solution](#)

**341.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[wzc IOI czw's solution](#)

**342.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wzc IOI czw's solution](#)

**343.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[wzc IOI czw's solution](#)

**344.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-19 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[wzc IOI czw's solution](#)

**345.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[wzc IOI czw's solution](#)

**346.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-25 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[wzc IOI czw's solution](#)

**347.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[wzc IOI czw's solution](#)

**348.**

1711C

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

Rating: 1500 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wzc IOI czw's solution](#)

**349.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[wzc IOI czw's solution](#)

**350.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[wzc IOI czw's solution](#)

**351.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[wzc IOI czw's solution](#)

**352.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[wzc IOI czw's solution](#)

**353.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-18 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[wzc IOI czw's solution](#)

**354.**

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[wzc IOI czw's solution](#)

**355.**

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[wzc IOI czw's solution](#)

**356.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[wzc IOI czw's solution](#)

**357.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math  
[wzc IOI czw's solution](#)

**358.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers  
[wzc IOI czw's solution](#)

**359.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[wzc IOI czw's solution](#)

**360.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2022-11-03 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers  
[wzc IOI czw's solution](#)

**361.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation  
[wzc IOI czw's solution](#)

**362.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[wzc IOI czw's solution](#)

**363.**

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-03-22 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[wzc IOI czw's solution](#)

**364.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[wzc IOI czw's solution](#)

**365.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[wzc IOI czw's solution](#)

**366.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures  
[wzc](#) [IOI](#) [czw's solution](#)

**367.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp  
[wzc](#) [IOI](#) [czw's solution](#)

**368.**

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  
[wzc](#) [IOI](#) [czw's solution](#)

**369.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[wzc](#) [IOI](#) [czw's solution](#)

**370.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[wzc](#) [IOI](#) [czw's solution](#)

**371.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp  
[wzc](#) [IOI](#) [czw's solution](#)

**372.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings  
[wzc](#) [IOI](#) [czw's solution](#)

**373.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers  
[wzc](#) [IOI](#) [czw's solution](#)

**374.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees  
[wzc](#) [IOI](#) [czw's solution](#)

**375.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
[wzc](#) [IOI](#) [czw's solution](#)

**376.**

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[wzc IOI czw's solution](#)

**377.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees  
[wzc IOI czw's solution](#)

**378.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[wzc IOI czw's solution](#)

**379.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[wzc IOI czw's solution](#)

**380.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[wzc IOI czw's solution](#)

**381.**

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[wzc IOI czw's solution](#)

**382.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[wzc IOI czw's solution](#)

**383.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
[wzc IOI czw's solution](#)

**384.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees  
[wzc IOI czw's solution](#)

**385.**

1802C

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

Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[wzc IOI czw's solution](#)

**386.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[wzc IOI czw's solution](#)

**387.**

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-19 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[wzc IOI czw's solution](#)

**388.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[wzc IOI czw's solution](#)

**389.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[wzc IOI czw's solution](#)

**390.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings  
[wzc IOI czw's solution](#)

**391.**

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[wzc IOI czw's solution](#)

**392.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[wzc IOI czw's solution](#)

**393.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 1600 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math  
[wzc IOI czw's solution](#)

**394.**

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  
[wzc IOI czw's solution](#)

**395.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[wzc IOI czw's solution](#)

**396.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math  
[wzc IOI czw's solution](#)

**397.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings  
[wzc IOI czw's solution](#)

**398.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-15 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[wzc IOI czw's solution](#)

**399.**

1748C

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

Quality: 13,007 global accepts · Rating: 1600 · first AC: 2022-11-14 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[wzc IOI czw's solution](#)

**400.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers  
[wzc IOI czw's solution](#)

**401.**

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures, dp, greedy  
[wzc IOI czw's solution](#)

**402.**

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[wzc IOI czw's solution](#)

**403.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[wzc IOI czw's solution](#)

**404.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[wzc IOI czw's solution](#)

**405.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths  
[wzc IOI czw's solution](#)

**406.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs  
[wzc IOI czw's solution](#)

**407.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[wzc IOI czw's solution](#)

**408.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy  
[wzc IOI czw's solution](#)

**409.**

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  
[wzc IOI czw's solution](#)

**410.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math  
[wzc IOI czw's solution](#)

**411.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math  
[wzc IOI czw's solution](#)

**412.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees  
[wzc IOI czw's solution](#)

**413.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[wzc IOI czw's solution](#)

**414.**

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2024-05-21 · D (first AC) · Tags: implementation  
[wzc IOI czw's solution](#)

**415.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math  
[wzc IOI czw's solution](#)

**416.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[wzc IOI czw's solution](#)

**417.**

1672D

[Cyclic Rotation · Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[wzc IOI czw's solution](#)

**418.**

1884C

[Medium Design · Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[wzc IOI czw's solution](#)

**419.**

1626C

[Monsters And Spells · Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers  
[wzc IOI czw's solution](#)

**420.**

484A

[Bits · Tutorial](#)

Quality: 13,393 global accepts · Rating: 1700 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[wzc IOI czw's solution](#)

**421.**

1835A

[k-th equality · Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[wzc IOI czw's solution](#)

**422.**

1799C

[Double Lexicographically Minimum · Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[wzc IOI czw's solution](#)

**423.**

1503B

[3-Coloring · Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive  
[wzc IOI czw's solution](#)

**424.**

1315D

[Recommendations · Tutorial](#)

Rating: 1700 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[wzc IOI czw's solution](#)

**425.**

1628B

[Peculiar Movie Preferences · Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2023-05-13 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[wzc IOI czw's solution](#)

**426.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[wzc IOI czw's solution](#)

**427.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs  
[wzc IOI czw's solution](#)

**428.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[wzc IOI czw's solution](#)

**429.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math  
[wzc IOI czw's solution](#)

**430.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-25 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings  
[wzc IOI czw's solution](#)

**431.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[wzc IOI czw's solution](#)

**432.**

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[wzc IOI czw's solution](#)

**433.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-22 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers  
[wzc IOI czw's solution](#)

**434.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[wzc IOI czw's solution](#)

**435.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
[wzc IOI czw's solution](#)

**436.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[wzc IOI czw's solution](#)

**437.**

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[wzc IOI czw's solution](#)

**438.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[wzc IOI czw's solution](#)

**439.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[wzc IOI czw's solution](#)

**440.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[wzc IOI czw's solution](#)

**441.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[wzc IOI czw's solution](#)

**442.**

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wzc IOI czw's solution](#)

**443.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[wzc IOI czw's solution](#)

**444.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[wzc IOI czw's solution](#)

**445.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[wzc IOI czw's solution](#)

**446.**

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

[wzc IOI czw's solution](#)

**447.**

926B

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Quality: 2,036 global accepts · Rating: 1800 · first AC: 2024-05-21 · GNU C11 (first AC) · Tags: math, number theory

[wzc IOI czw's solution](#)

**448.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[wzc IOI czw's solution](#)

**449.**

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[wzc IOI czw's solution](#)

**450.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[wzc IOI czw's solution](#)

**451.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[wzc IOI czw's solution](#)

**452.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[wzc IOI czw's solution](#)

**453.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[wzc IOI czw's solution](#)

**454.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[wzc IOI czw's solution](#)

**455.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[wzc IOI czw's solution](#)

**456.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[wzc IOI czw's solution](#)

**457.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[wzc IOI czw's solution](#)

**458.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-20 · last AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[wzc IOI czw's solution](#)

**459.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[wzc IOI czw's solution](#)

**460.**

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[wzc IOI czw's solution](#)

**461.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[wzc IOI czw's solution](#)

**462.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[wzc IOI czw's solution](#)

**463.**

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[wzc IOI czw's solution](#)

**464.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[wzc IOI czw's solution](#)

**465.**

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

[wzc IOI czw's solution](#)

**466.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[wzc IOI czw's solution](#)

**467.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[wzc IOI czw's solution](#)

**468.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[wzc IOI czw's solution](#)

**469.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wzc IOI czw's solution](#)

**470.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[wzc IOI czw's solution](#)

**471.**

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wzc IOI czw's solution](#)

**472.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[wzc IOI czw's solution](#)

**473.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[wzc IOI czw's solution](#)

**474.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[wzc IOI czw's solution](#)

**475.**

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[wzc IOI czw's solution](#)

**476.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[wzc IOI czw's solution](#)

**477.**

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[wzc IOI czw's solution](#)

**478.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[wzc IOI czw's solution](#)

**479.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[wzc IOI czw's solution](#)

**480.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[wzc IOI czw's solution](#)

**481.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[wzc IOI czw's solution](#)

**482.**

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[wzc IOI czw's solution](#)

**483.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[wzc IOI czw's solution](#)

**484.**

2038G

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

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[wzc IOI czw's solution](#)

**485.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[wzc IOI czw's solution](#)

**486.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[wzc IOI czw's solution](#)

**487.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[wzc IOI czw's solution](#)

**488.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[wzc IOI czw's solution](#)

**489.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[wzc IOI czw's solution](#)

**490.**

926E

[Merge Equal Elements](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 1900 · first AC: 2024-05-21 · Python 3 (first AC) · Tags: constructive algorithms, data structures

[wzc IOI czw's solution](#)

**491.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[wzc IOI czw's solution](#)

**492.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[wzc IOI czw's solution](#)

**493.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[wzc IOI czw's solution](#)

**494.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[wzc IOI czw's solution](#)

**495.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[wzc IOI czw's solution](#)

**496.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees  
[wzc IOI czw's solution](#)

**497.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation  
[wzc IOI czw's solution](#)

**498.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers  
[wzc IOI czw's solution](#)

**499.**

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths  
[wzc IOI czw's solution](#)

**500.**

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math  
[wzc IOI czw's solution](#)

**501.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[wzc IOI czw's solution](#)

**502.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wzc IOI czw's solution](#)

**503.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers  
[wzc IOI czw's solution](#)

**504.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings  
[wzc IOI czw's solution](#)

**505.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[wzc IOI czw's solution](#)

**506.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[wzc IOI czw's solution](#)

**507.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[wzc IOI czw's solution](#)

**508.**

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-05-02 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[wzc IOI czw's solution](#)

**509.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[wzc IOI czw's solution](#)

**510.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-04-26 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[wzc IOI czw's solution](#)

**511.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[wzc IOI czw's solution](#)

**512.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[wzc IOI czw's solution](#)

**513.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[wzc IOI czw's solution](#)

**514.**

1746D

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

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

[wzc IOI czw's solution](#)

**515.**

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wzc IOI czw's solution](#)

**516.**

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation  
[wzc IOI czw's solution](#)

**517.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-22 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees  
[wzc IOI czw's solution](#)

**518.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[wzc IOI czw's solution](#)

**519.**

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wzc IOI czw's solution](#)

**520.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu  
[wzc IOI czw's solution](#)

**521.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers  
[wzc IOI czw's solution](#)

**522.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
[wzc IOI czw's solution](#)

**523.**

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math  
[wzc IOI czw's solution](#)

**524.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees  
[wzc IOI czw's solution](#)

**525.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,720 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[wzc IOI czw's solution](#)

**526.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, trees  
[wzc\\_IOI\\_czw's solution](#)

**527.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive  
[wzc\\_IOI\\_czw's solution](#)

**528.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers  
[wzc\\_IOI\\_czw's solution](#)

**529.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities  
[wzc\\_IOI\\_czw's solution](#)

**530.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wzc\\_IOI\\_czw's solution](#)

**531.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wzc\\_IOI\\_czw's solution](#)

**532.**

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings  
[wzc\\_IOI\\_czw's solution](#)

**533.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wzc\\_IOI\\_czw's solution](#)

**534.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[wzc\\_IOI\\_czw's solution](#)

**535.**

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[wzc\\_IOI\\_czw's solution](#)

**536.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wzc IOI czw's solution](#)

**537.**

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[wzc IOI czw's solution](#)

**538.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[wzc IOI czw's solution](#)

**539.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2022-03-22 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[wzc IOI czw's solution](#)

**540.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wzc IOI czw's solution](#)

**541.**

1092F

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

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[wzc IOI czw's solution](#)

**542.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[wzc IOI czw's solution](#)

**543.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[wzc IOI czw's solution](#)

**544.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[wzc IOI czw's solution](#)

**545.**

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

[wzc IOI czw's solution](#)

**546.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

two pointers

[wzc IOI czw's solution](#)

**547.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[wzc IOI czw's solution](#)

**548.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[wzc IOI czw's solution](#)

**549.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[wzc IOI czw's solution](#)

**550.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[wzc IOI czw's solution](#)

**551.**

926F

[Mobile Communications](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2000 · first AC: 2024-05-21 · Java 8 (first AC) · Tags: —

[wzc IOI czw's solution](#)

**552.**

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[wzc IOI czw's solution](#)

**553.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[wzc IOI czw's solution](#)

**554.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[wzc IOI czw's solution](#)

**555.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[wzc IOI czw's solution](#)

**556.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[wzc IOI czw's solution](#)

**557.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[wzc IOI czw's solution](#)

**558.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[wzc IOI czw's solution](#)

**559.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[wzc IOI czw's solution](#)

**560.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[wzc IOI czw's solution](#)

**561.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-04-26 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[wzc IOI czw's solution](#)

**562.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[wzc IOI czw's solution](#)

**563.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[wzc IOI czw's solution](#)

**564.**

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[wzc IOI czw's solution](#)

**565.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-11 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[wzc IOI czw's solution](#)

**566.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[wzc IOI czw's solution](#)

**567.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[wzc IOI czw's solution](#)

**568.**

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[wzc IOI czw's solution](#)

**569.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[wzc IOI czw's solution](#)

**570.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory  
[wzc IOI czw's solution](#)

**571.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees  
[wzc IOI czw's solution](#)

**572.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[wzc IOI czw's solution](#)

**573.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wzc IOI czw's solution](#)

**574.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[wzc IOI czw's solution](#)

**575.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[wzc IOI czw's solution](#)

**576.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wzc IOI czw's solution](#)

**577.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory  
[wzc\\_IOI\\_czw's solution](#)

**578.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[wzc\\_IOI\\_czw's solution](#)

**579.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[wzc\\_IOI\\_czw's solution](#)

**580.**

629C

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

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[wzc\\_IOI\\_czw's solution](#)

**581.**

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy  
[wzc\\_IOI\\_czw's solution](#)

**582.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[wzc\\_IOI\\_czw's solution](#)

**583.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings  
[wzc\\_IOI\\_czw's solution](#)

**584.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[wzc\\_IOI\\_czw's solution](#)

**585.**

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[wzc\\_IOI\\_czw's solution](#)

**586.**

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[wzc\\_IOI\\_czw's solution](#)

**587.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[wzc IOI czw's solution](#)

**588.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[wzc IOI czw's solution](#)

**589.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[wzc IOI czw's solution](#)

**590.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[wzc IOI czw's solution](#)

**591.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[wzc IOI czw's solution](#)

**592.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[wzc IOI czw's solution](#)

**593.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[wzc IOI czw's solution](#)

**594.**

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[wzc IOI czw's solution](#)

**595.**

296B

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

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[wzc IOI czw's solution](#)

**596.**

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[wzc IOI czw's solution](#)

**597.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[wzc IOI czw's solution](#)

**598.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[wzc IOI czw's solution](#)

**599.**

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[wzc IOI czw's solution](#)

**600.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[wzc IOI czw's solution](#)

**601.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2023-10-03 · last AC: 2025-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[wzc IOI czw's solution](#)

**602.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · last AC: 2025-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wzc IOI czw's solution](#)

**603.**

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[wzc IOI czw's solution](#)

**604.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[wzc IOI czw's solution](#)

**605.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[wzc IOI czw's solution](#)

**606.**

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[wzc IOI czw's solution](#)

**607.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[wzc IOI czw's solution](#)

**608.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[wzc IOI czw's solution](#)

**609.**

926J

[Segments](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[wzc IOI czw's solution](#)

**610.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[wzc IOI czw's solution](#)

**611.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[wzc IOI czw's solution](#)

**612.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2022-11-01 · last AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp, greedy, trees

[wzc IOI czw's solution](#)

**613.**

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[wzc IOI czw's solution](#)

**614.**

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[wzc IOI czw's solution](#)

**615.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[wzc IOI czw's solution](#)

**616.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[wzc IOI czw's solution](#)

**617.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-06 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

greedy, strings

[wzc IOI czw's solution](#)

**618.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[wzc IOI czw's solution](#)

**619.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[wzc IOI czw's solution](#)

**620.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-05-14 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[wzc IOI czw's solution](#)

**621.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[wzc IOI czw's solution](#)

**622.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2023-01-01 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[wzc IOI czw's solution](#)

**623.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[wzc IOI czw's solution](#)

**624.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[wzc IOI czw's solution](#)

**625.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[wzc IOI czw's solution](#)

**626.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[wzc IOI czw's solution](#)

**627.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[wzc IOI czw's solution](#)

### 628.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[wzc IOI czw's solution](#)

### 629.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[wzc IOI czw's solution](#)

### 630.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[wzc IOI czw's solution](#)

### 631.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[wzc IOI czw's solution](#)

### 632.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wzc IOI czw's solution](#)

### 633.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[wzc IOI czw's solution](#)

### 634.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[wzc IOI czw's solution](#)

### 635.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[wzc IOI czw's solution](#)

### 636.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[wzc IOI czw's solution](#)

### 637.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[wzc IOI czw's solution](#)

**638.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[wzc IOI czw's solution](#)

**639.**

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[wzc IOI czw's solution](#)

**640.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[wzc IOI czw's solution](#)

**641.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[wzc IOI czw's solution](#)

**642.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[wzc IOI czw's solution](#)

**643.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[wzc IOI czw's solution](#)

**644.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[wzc IOI czw's solution](#)

**645.**

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-29 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[wzc IOI czw's solution](#)

**646.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[wzc IOI czw's solution](#)

**647.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms,

implementation, math

[wzc IOI czw's solution](#)

**648.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2023-07-08 · last AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[wzc IOI czw's solution](#)

**649.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[wzc IOI czw's solution](#)

**650.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · last AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[wzc IOI czw's solution](#)

**651.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[wzc IOI czw's solution](#)

**652.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[wzc IOI czw's solution](#)

**653.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-26 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[wzc IOI czw's solution](#)

**654.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[wzc IOI czw's solution](#)

**655.**

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[wzc IOI czw's solution](#)

**656.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[wzc IOI czw's solution](#)

**657.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[wzc IOI czw's solution](#)

**658.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[wzc IOI czw's solution](#)

**659.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[wzc IOI czw's solution](#)

**660.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[wzc IOI czw's solution](#)

**661.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[wzc IOI czw's solution](#)

**662.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[wzc IOI czw's solution](#)

**663.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[wzc IOI czw's solution](#)

**664.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wzc IOI czw's solution](#)

**665.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[wzc IOI czw's solution](#)

**666.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[wzc IOI czw's solution](#)

**667.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[wzc IOI czw's solution](#)

**668.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[wzc IOI czw's solution](#)

**669.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[wzc IOI czw's solution](#)

**670.**

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

[wzc IOI czw's solution](#)

**671.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2023-01-15 · last AC: 2025-08-27 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[wzc IOI czw's solution](#)

**672.**

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[wzc IOI czw's solution](#)

**673.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[wzc IOI czw's solution](#)

**674.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[wzc IOI czw's solution](#)

**675.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[wzc IOI czw's solution](#)

**676.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[wzc IOI czw's solution](#)

**677.**

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

[wzc IOI czw's solution](#)

**678.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[wzc IOI czw's solution](#)

**679.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[wzc IOI czw's solution](#)

**680.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[wzc IOI czw's solution](#)

**681.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[wzc IOI czw's solution](#)

**682.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[wzc IOI czw's solution](#)

**683.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[wzc IOI czw's solution](#)

**684.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[wzc IOI czw's solution](#)

**685.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[wzc IOI czw's solution](#)

**686.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[wzc IOI czw's solution](#)

**687.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[wzc IOI czw's solution](#)

**688.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[wzc IOI czw's solution](#)

**689.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[wzc IOI czw's solution](#)

**690.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-05-13 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[wzc IOI czw's solution](#)

**691.**

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[wzc IOI czw's solution](#)

**692.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[wzc IOI czw's solution](#)

**693.**

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings

[wzc IOI czw's solution](#)

**694.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[wzc IOI czw's solution](#)

**695.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[wzc IOI czw's solution](#)

**696.**

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[wzc IOI czw's solution](#)

**697.**

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[wzc IOI czw's solution](#)

**698.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[wzc IOI czw's solution](#)

**699.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[wzc IOI czw's solution](#)

**700.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[wzc IOI czw's solution](#)

**701.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[wzc IOI czw's solution](#)

**702.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[wzc IOI czw's solution](#)

**703.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[wzc IOI czw's solution](#)

**704.**

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[wzc IOI czw's solution](#)

**705.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[wzc IOI czw's solution](#)

**706.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[wzc IOI czw's solution](#)

## 707.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[wzc IOI czw's solution](#)

## 708.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[wzc IOI czw's solution](#)

## 709.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[wzc IOI czw's solution](#)

## 710.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[wzc IOI czw's solution](#)

## 711.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[wzc IOI czw's solution](#)

## 712.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[wzc IOI czw's solution](#)

## 713.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[wzc IOI czw's solution](#)

## 714.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[wzc IOI czw's solution](#)

## 715.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[wzc IOI czw's solution](#)

**716.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[wzc IOI czw's solution](#)

**717.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[wzc IOI czw's solution](#)

**718.**

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2024-11-13 · last AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy  
[wzc IOI czw's solution](#)

**719.**

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  
[wzc IOI czw's solution](#)

**720.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities  
[wzc IOI czw's solution](#)

**721.**

1370F1

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

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees  
[wzc IOI czw's solution](#)

**722.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[wzc IOI czw's solution](#)

**723.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees  
[wzc IOI czw's solution](#)

**724.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive  
[wzc IOI czw's solution](#)

**725.**

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[wzc IOI czw's solution](#)

**726.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices  
[wzc IOI czw's solution](#)

**727.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers  
[wzc IOI czw's solution](#)

**728.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees  
[wzc IOI czw's solution](#)

**729.**

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-10-03 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees  
[wzc IOI czw's solution](#)

**730.**

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[wzc IOI czw's solution](#)

**731.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs  
[wzc IOI czw's solution](#)

**732.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy  
[wzc IOI czw's solution](#)

**733.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings  
[wzc IOI czw's solution](#)

**734.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees  
[wzc IOI czw's solution](#)

**735.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[wzc IOI czw's solution](#)

**736.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[wzc IOI czw's solution](#)

**737.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-27 · last AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[wzc IOI czw's solution](#)

**738.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[wzc IOI czw's solution](#)

**739.**

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[wzc IOI czw's solution](#)

**740.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-05-14 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[wzc IOI czw's solution](#)

**741.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[wzc IOI czw's solution](#)

**742.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[wzc IOI czw's solution](#)

**743.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math

[wzc IOI czw's solution](#)

**744.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-02-10 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[wzc IOI czw's solution](#)

**745.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[wzc IOI czw's solution](#)

**746.**

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[wzc IOI czw's solution](#)

**747.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[wzc IOI czw's solution](#)

**748.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[wzc IOI czw's solution](#)

**749.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[wzc IOI czw's solution](#)

**750.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[wzc IOI czw's solution](#)

**751.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[wzc IOI czw's solution](#)

**752.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[wzc IOI czw's solution](#)

**753.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-26 · last AC: 2025-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[wzc IOI czw's solution](#)

**754.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[wzc IOI czw's solution](#)

**755.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[wzc IOI czw's solution](#)

**756.**

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

[wzc IOI czw's solution](#)

**757.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[wzc IOI czw's solution](#)

**758.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2024-11-29 · last AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[wzc IOI czw's solution](#)

**759.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[wzc IOI czw's solution](#)

**760.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[wzc IOI czw's solution](#)

**761.**

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[wzc IOI czw's solution](#)

**762.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[wzc IOI czw's solution](#)

**763.**

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[wzc IOI czw's solution](#)

**764.**

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

[wzc IOI czw's solution](#)

**765.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[wzc IOI czw's solution](#)

**766.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[wzc IOI czw's solution](#)

**767.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[wzc IOI czw's solution](#)

**768.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[wzc IOI czw's solution](#)

**769.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[wzc IOI czw's solution](#)

**770.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2022-10-31 · last AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, trees

[wzc IOI czw's solution](#)

**771.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[wzc IOI czw's solution](#)

**772.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[wzc IOI czw's solution](#)

**773.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[wzc IOI czw's solution](#)

**774.**

1315E

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

Rating: 2500 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[wzc IOI czw's solution](#)

**775.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

constructive algorithms, implementation, math

[wzc IOI czw's solution](#)

**776.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-06 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[wzc IOI czw's solution](#)

**777.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[wzc IOI czw's solution](#)

**778.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-02 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math

[wzc IOI czw's solution](#)

**779.**

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[wzc IOI czw's solution](#)

**780.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, math

[wzc IOI czw's solution](#)

**781.**

1789E

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

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-26 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[wzc IOI czw's solution](#)

**782.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[wzc IOI czw's solution](#)

**783.**

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[wzc IOI czw's solution](#)

**784.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[wzc IOI czw's solution](#)

**785.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[wzc IOI czw's solution](#)

**786.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[wzc IOI czw's solution](#)

**787.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[wzc IOI czw's solution](#)

**788.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[wzc IOI czw's solution](#)

**789.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[wzc IOI czw's solution](#)

**790.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[wzc IOI czw's solution](#)

**791.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[wzc IOI czw's solution](#)

**792.**

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[wzc IOI czw's solution](#)

**793.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive

[wzc IOI czw's solution](#)

**794.**

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[wzc IOI czw's solution](#)

**795.**

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[wzc IOI czw's solution](#)

**796.**

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[wzc IOI czw's solution](#)

**797.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[wzc IOI czw's solution](#)

**798.**

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[wzc IOI czw's solution](#)

**799.**

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

[wzc IOI czw's solution](#)

**800.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[wzc IOI czw's solution](#)

**801.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[wzc IOI czw's solution](#)

**802.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[wzc IOI czw's solution](#)

**803.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[wzc IOI czw's solution](#)

**804.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[wzc IOI czw's solution](#)

**805.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-07-01 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

brute force, data structures, dp, hashing, strings

[wzc IOI czw's solution](#)

**806.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[wzc IOI czw's solution](#)

**807.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[wzc IOI czw's solution](#)

**808.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[wzc IOI czw's solution](#)

**809.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[wzc IOI czw's solution](#)

**810.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[wzc IOI czw's solution](#)

**811.**

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[wzc IOI czw's solution](#)

**812.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[wzc IOI czw's solution](#)

**813.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[wzc IOI czw's solution](#)

**814.**

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[wzc IOI czw's solution](#)

**815.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[wzc IOI czw's solution](#)

**816.**

1736E

[Swap and Take](#) · Tutorial

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[wzc IOI czw's solution](#)

**817.**

1584F

[Strange LCS](#) · Tutorial

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings  
[wzc IOI czw's solution](#)

**818.**

1380F

[Strange Addition](#) · Tutorial

Quality: 891 global accepts · Rating: 2600 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices  
[wzc IOI czw's solution](#)

**819.**

1375F

[Integer Game](#) · Tutorial

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math  
[wzc IOI czw's solution](#)

**820.**

1599J

[Bob's Beautiful Array](#) · Tutorial

Quality: 328 global accepts · Rating: 2600 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy  
[wzc IOI czw's solution](#)

**821.**

1704F

[Colouring Game](#) · Tutorial

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games  
[wzc IOI czw's solution](#)

**822.**

1762F

[Good Pairs](#) · Tutorial

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp  
[wzc IOI czw's solution](#)

**823.**

1799G

[Count Voting](#) · Tutorial

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[wzc IOI czw's solution](#)

**824.**

1503D

[Flip the Cards](#) · Tutorial

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers  
[wzc IOI czw's solution](#)

**825.**

1773H

[Hot and Cold](#) · Tutorial

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[wzc IOI czw's solution](#)

**826.**

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[wzc IOI czw's solution](#)

**827.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-03 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[wzc IOI czw's solution](#)

**828.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[wzc IOI czw's solution](#)

**829.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-02-06 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[wzc IOI czw's solution](#)

**830.**

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[wzc IOI czw's solution](#)

**831.**

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[wzc IOI czw's solution](#)

**832.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[wzc IOI czw's solution](#)

**833.**

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[wzc IOI czw's solution](#)

**834.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[wzc IOI czw's solution](#)

**835.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, flows, graph matchings

[wzc IOI czw's solution](#)

**836.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[wzc IOI czw's solution](#)

**837.**

1370F2

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

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[wzc IOI czw's solution](#)

**838.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[wzc IOI czw's solution](#)

**839.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[wzc IOI czw's solution](#)

**840.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[wzc IOI czw's solution](#)

**841.**

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-08-07 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wzc IOI czw's solution](#)

**842.**

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2023-07-22 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wzc IOI czw's solution](#)

**843.**

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[wzc IOI czw's solution](#)

**844.**

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[wzc IOI czw's solution](#)

**845.**

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[wzc IOI czw's solution](#)

**846.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[wzc IOI czw's solution](#)

**847.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-01-10 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[wzc IOI czw's solution](#)

**848.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices

[wzc IOI czw's solution](#)

**849.**

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[wzc IOI czw's solution](#)

**850.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[wzc IOI czw's solution](#)

**851.**

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[wzc IOI czw's solution](#)

**852.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[wzc IOI czw's solution](#)

**853.**

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[wzc IOI czw's solution](#)

**854.**

1938I

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

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[wzc IOI czw's solution](#)

**855.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[wzc IOI czw's solution](#)

**856.**

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[wzc IOI czw's solution](#)

**857.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[wzc IOI czw's solution](#)

**858.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wzc IOI czw's solution](#)

**859.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wzc IOI czw's solution](#)

**860.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[wzc IOI czw's solution](#)

**861.**

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: flows

[wzc IOI czw's solution](#)

**862.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[wzc IOI czw's solution](#)

**863.**

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-17 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[wzc IOI czw's solution](#)

**864.**

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[wzc IOI czw's solution](#)

**865.**

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[wzc IOI czw's solution](#)

**866.**

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[wzc IOI czw's solution](#)

**867.**

1826F

[Fading into Fog](#) · Tutorial

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, interactive, math, probabilities

[wzc IOI czw's solution](#)

**868.**

1389G

[Directing Edges](#) · Tutorial

Quality: 495 global accepts · Rating: 2800 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[wzc IOI czw's solution](#)

**869.**

1827D

[Two Centroids](#) · Tutorial

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[wzc IOI czw's solution](#)

**870.**

1442D

[Sum](#) · Tutorial

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[wzc IOI czw's solution](#)

**871.**

1557E

[Assiut Chess](#) · Tutorial

Quality: 764 global accepts · Rating: 2800 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[wzc IOI czw's solution](#)

**872.**

1491G

[Switch and Flip](#) · Tutorial

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[wzc IOI czw's solution](#)

**873.**

1746F

[Kazaee](#) · Tutorial

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[wzc IOI czw's solution](#)

**874.**

1404D

[Game of Pairs](#) · Tutorial

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[wzc IOI czw's solution](#)

**875.**

1279F

[New Year and Handle Change](#) · Tutorial

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[wzc IOI czw's solution](#)

**876.**

1142D

[Foreigner](#) · Tutorial

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wzc IOI czw's solution](#)

**877.**

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[wzc IOI czw's solution](#)

**878.**

1379E

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

Quality: 473 global accepts · Rating: 2800 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[wzc IOI czw's solution](#)

**879.**

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[wzc IOI czw's solution](#)

**880.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[wzc IOI czw's solution](#)

**881.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[wzc IOI czw's solution](#)

**882.**

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[wzc IOI czw's solution](#)

**883.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[wzc IOI czw's solution](#)

**884.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[wzc IOI czw's solution](#)

**885.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[wzc IOI czw's solution](#)

**886.**

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[wzc IOI czw's solution](#)

**887.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math  
[wzc IOI czw's solution](#)

**888.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[wzc IOI czw's solution](#)

**889.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math  
[wzc IOI czw's solution](#)

**890.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory  
[wzc IOI czw's solution](#)

**891.**

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation  
[wzc IOI czw's solution](#)

**892.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees  
[wzc IOI czw's solution](#)

**893.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees  
[wzc IOI czw's solution](#)

**894.**

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, trees  
[wzc IOI czw's solution](#)

**895.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[wzc IOI czw's solution](#)

**896.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[wzc IOI czw's solution](#)

**897.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[wzc IOI czw's solution](#)

**898.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[wzc IOI czw's solution](#)

**899.**

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[wzc IOI czw's solution](#)

**900.**

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[wzc IOI czw's solution](#)

**901.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[wzc IOI czw's solution](#)

**902.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[wzc IOI czw's solution](#)

**903.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wzc IOI czw's solution](#)

**904.**

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: flows

[wzc IOI czw's solution](#)

**905.**

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp, shortest paths, string suffix structures

[wzc IOI czw's solution](#)

**906.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, string suffix structures

[wzc IOI czw's solution](#)

**907.**

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[wzc](#) [IOI](#) [czw's solution](#)

**908.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[wzc](#) [IOI](#) [czw's solution](#)

**909.**

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[wzc](#) [IOI](#) [czw's solution](#)

**910.**

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[wzc](#) [IOI](#) [czw's solution](#)

**911.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[wzc](#) [IOI](#) [czw's solution](#)

**912.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[wzc](#) [IOI](#) [czw's solution](#)

**913.**

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[wzc](#) [IOI](#) [czw's solution](#)

**914.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[wzc](#) [IOI](#) [czw's solution](#)

**915.**

1943E1

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

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-18 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[wzc](#) [IOI](#) [czw's solution](#)

**916.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[wzc](#) [IOI](#) [czw's solution](#)

**917.**

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[wzc IOI czw's solution](#)

**918.**

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[wzc IOI czw's solution](#)

**919.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[wzc IOI czw's solution](#)

**920.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[wzc IOI czw's solution](#)

**921.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[wzc IOI czw's solution](#)

**922.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[wzc IOI czw's solution](#)

**923.**

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[wzc IOI czw's solution](#)

**924.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[wzc IOI czw's solution](#)

**925.**

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[wzc IOI czw's solution](#)

**926.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[wzc IOI czw's solution](#)

**927.**

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp  
[wzc IOI czw's solution](#)

**928.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive  
[wzc IOI czw's solution](#)

**929.**

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[wzc IOI czw's solution](#)

**930.**

1070M

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

Quality: 89 global accepts · Rating: 3000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry  
[wzc IOI czw's solution](#)

**931.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy  
[wzc IOI czw's solution](#)

**932.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation  
[wzc IOI czw's solution](#)

**933.**

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: flows  
[wzc IOI czw's solution](#)

**934.**

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing  
[wzc IOI czw's solution](#)

**935.**

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities  
[wzc IOI czw's solution](#)

**936.**

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings  
[wzc IOI czw's solution](#)

**937.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math  
[wzc IOI czw's solution](#)

**938.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings  
[wzc IOI czw's solution](#)

**939.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings  
[wzc IOI czw's solution](#)

**940.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math  
[wzc IOI czw's solution](#)

**941.**

1667E

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

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[wzc IOI czw's solution](#)

**942.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[wzc IOI czw's solution](#)

**943.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[wzc IOI czw's solution](#)

**944.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[wzc IOI czw's solution](#)

**945.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-13 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...  
[wzc IOI czw's solution](#)

**946.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities  
[wzc IOI czw's solution](#)

**947.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[wzc IOI czw's solution](#)

**948.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[wzc IOI czw's solution](#)

**949.**

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, sortings

[wzc IOI czw's solution](#)

**950.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[wzc IOI czw's solution](#)

**951.**

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

[wzc IOI czw's solution](#)

**952.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[wzc IOI czw's solution](#)

**953.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[wzc IOI czw's solution](#)

**954.**

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[wzc IOI czw's solution](#)

**955.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[wzc IOI czw's solution](#)

**956.**

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[wzc IOI czw's solution](#)

**957.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[wzc IOI czw's solution](#)

**958.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[wzc IOI czw's solution](#)

**959.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[wzc IOI czw's solution](#)

**960.**

1924E

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

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[wzc IOI czw's solution](#)

**961.**

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows

[wzc IOI czw's solution](#)

**962.**

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[wzc IOI czw's solution](#)

**963.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[wzc IOI czw's solution](#)

**964.**

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[wzc IOI czw's solution](#)

**965.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[wzc IOI czw's solution](#)

**966.**

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-05-14 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[wzc IOI czw's solution](#)

**967.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wzc IOI czw's solution](#)

**968.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[wzc IOI czw's solution](#)

**969.**

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-03-25 · last AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[wzc IOI czw's solution](#)

**970.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[wzc IOI czw's solution](#)

**971.**

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[wzc IOI czw's solution](#)

**972.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[wzc IOI czw's solution](#)

**973.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[wzc IOI czw's solution](#)

**974.**

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[wzc IOI czw's solution](#)

**975.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wzc IOI czw's solution](#)

**976.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[wzc IOI czw's solution](#)

**977.**

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[wzc IOI czw's solution](#)

**978.**

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[wzc IOI czw's solution](#)

**979.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-03-28 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees  
[wzc IOI czw's solution](#)

**980.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices  
[wzc IOI czw's solution](#)

**981.**

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings  
[wzc IOI czw's solution](#)

**982.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-03-06 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[wzc IOI czw's solution](#)

**983.**

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: games  
[wzc IOI czw's solution](#)

**984.**

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2024-03-10 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math  
[wzc IOI czw's solution](#)

**985.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[wzc IOI czw's solution](#)

**986.**

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities  
[wzc IOI czw's solution](#)

**987.**

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math  
[wzc IOI czw's solution](#)

**988.**

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[wzc IOI czw's solution](#)

**989.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[wzc IOI czw's solution](#)

**990.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[wzc IOI czw's solution](#)

**991.**

718E

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

Quality: 430 global accepts · Rating: 3300 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[wzc IOI czw's solution](#)

**992.**

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[wzc IOI czw's solution](#)

**993.**

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-29 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[wzc IOI czw's solution](#)

**994.**

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, geometry

[wzc IOI czw's solution](#)

**995.**

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[wzc IOI czw's solution](#)

**996.**

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[wzc IOI czw's solution](#)

**997.**

1943E2

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

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-18 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[wzc IOI czw's solution](#)

**998.**

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[wzc IOI czw's solution](#)

### 999.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing

[wzc IOI czw's solution](#)

### 1000.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[wzc IOI czw's solution](#)

### 1001.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[wzc IOI czw's solution](#)

### 1002.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[wzc IOI czw's solution](#)

### 1003.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[wzc IOI czw's solution](#)

### 1004.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[wzc IOI czw's solution](#)

### 1005.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[wzc IOI czw's solution](#)

### 1006.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[wzc IOI czw's solution](#)

### 1007.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, interactive

[wzc IOI czw's solution](#)

### 1008.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[wzc IOI czw's solution](#)

### 1009.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wzc IOI czw's solution](#)

### 1010.

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[wzc IOI czw's solution](#)

### 1011.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[wzc IOI czw's solution](#)

### 1012.

1097E

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

Quality: 534 global accepts · Rating: 3400 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[wzc IOI czw's solution](#)

### 1013.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, geometry, graph matchings, graphs

[wzc IOI czw's solution](#)

### 1014.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[wzc IOI czw's solution](#)

### 1015.

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[wzc IOI czw's solution](#)

### 1016.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities, trees

[wzc IOI czw's solution](#)

### 1017.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[wzc IOI czw's solution](#)

### 1018.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities  
[wzc IOI czw's solution](#)

### 1019.

1938M

[Zig-zag](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[wzc IOI czw's solution](#)

### 1020.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math  
[wzc IOI czw's solution](#)

### 1021.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation  
[wzc IOI czw's solution](#)

### 1022.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[wzc IOI czw's solution](#)

### 1023.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search  
[wzc IOI czw's solution](#)

### 1024.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[wzc IOI czw's solution](#)

### 1025.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math  
[wzc IOI czw's solution](#)

### 1026.

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2024-07-29 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive  
[wzc IOI czw's solution](#)

### 1027.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[wzc IOI czw's solution](#)

### 1028.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms,

math

[wzc IOI czw's solution](#)

**1029.**

1876F

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

Quality: 185 global accepts · Rating: 3500 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[wzc IOI czw's solution](#)

**1030.**

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, fft, math, number theory

[wzc IOI czw's solution](#)

**1031.**

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[wzc IOI czw's solution](#)

**1032.**

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[wzc IOI czw's solution](#)

**1033.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[wzc IOI czw's solution](#)

**1034.**

2095F

[IS Cæb-0B\\$abICVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, math

[wzc IOI czw's solution](#)

**1035.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, number theory

[wzc IOI czw's solution](#)

**1036.**

2095I

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

Quality: 640 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, number theory

[wzc IOI czw's solution](#)

**1037.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, geometry

[wzc IOI czw's solution](#)

**1038.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, binary search, brute force

[wzc IOI czw's solution](#)

**1039.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, games, interactive

[wzc IOI czw's solution](#)

### 1040.

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, string suffix structures

[wzc IOI czw's solution](#)

### 1041.

104755D

[Railroads](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[wzc IOI czw's solution](#)

### 1042.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[wzc IOI czw's solution](#)

### 1043.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[wzc IOI czw's solution](#)

### 1044.

102956K

[Bookcase Solidity United](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[wzc IOI czw's solution](#)