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Unique solved — wzj33300

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

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Filters: none

Count: 877

1.

136A

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2.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,771 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: expression parsing, implementation

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3.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,951 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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4.

2143A

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Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

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5.

2127A

[Mix Mex Max](#) · [Tutorial](#)

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6.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

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7.

2096A

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8.

2084A

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9.

2034A

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10.

1842A

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11.

116A

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12.

1744B

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13.

2039A

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14.

1806A

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15.

1957A

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16.

2038J

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17.

2038N

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18.

2037A

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19.

2037B

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20.

2031A

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21.

1712B

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

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22.

2036A

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23.

2036B

[Startup](#) · [Tutorial](#)

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24.

2033A

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25.

2021A

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26.

1443A

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27.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

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28.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-05-06 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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29.

1567A

[Domino Disaster](#) · [Tutorial](#)

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30.

2014A

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31.

2014B

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32.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[wzj33300's solution](#)

33.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,152 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[wzj33300's solution](#)

34.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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35.

1056A

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36.

1991A

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

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37.

1995A

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38.

1514A

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[wzj33300's solution](#)

39.

1509A

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40.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

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41.

1992B

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Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[wzj33300's solution](#)

42.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
[wzj33300's solution](#)

43.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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44.

912A

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[wzj33300's solution](#)

45.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[wzj33300's solution](#)

46.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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47.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math
[wzj33300's solution](#)

48.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,956 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[wzj33300's solution](#)

49.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wzj33300's solution](#)

50.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,649 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[wzj33300's solution](#)

51.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[wzj33300's solution](#)

52.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[wzj33300's solution](#)

53.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,125 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[wzj33300's solution](#)

54.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[wzj33300's solution](#)

55.

1551A

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Quality: 58,365 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wzj33300's solution](#)

56.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[wzj33300's solution](#)

57.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wzj33300's solution](#)

58.

1582A

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Quality: 19,752 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: math
[wzj33300's solution](#)

59.

1701B

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60.

1744A

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

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61.

1451A

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Quality: 25,282 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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62.

1466B

[Last minute enhancements](#) · [Tutorial](#)

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63.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[wzj33300's solution](#)

64.

1979A

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Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[wzj33300's solution](#)

65.

780A

[Andryusha and Socks](#) · [Tutorial](#)

Quality: 22,787 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[wzj33300's solution](#)

66.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[wzj33300's solution](#)

67.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[wzj33300's solution](#)

68.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[wzj33300's solution](#)

69.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[wzj33300's solution](#)

70.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, implementation
[wzj33300's solution](#)

71.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,975 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[wzj33300's solution](#)

72.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[wzj33300's solution](#)

73.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[wzj33300's solution](#)

74.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[wzj33300's solution](#)

75.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[wzj33300's solution](#)

76.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[wzj33300's solution](#)

77.

1043A

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[wzj33300's solution](#)

78.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[wzj33300's solution](#)

79.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[wzj33300's solution](#)

80.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[wzj33300's solution](#)

81.

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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82.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
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83.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, strings
[wzj33300's solution](#)

84.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,039 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[wzj33300's solution](#)

85.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[wzj33300's solution](#)

86.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[wzj33300's solution](#)

87.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
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88.

1352A

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

Quality: 104,153 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[wzj33300's solution](#)

89.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[wzj33300's solution](#)

90.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[wzj33300's solution](#)

91.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[wzj33300's solution](#)

92.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,482 global accepts · Rating: 800 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[wzj33300's solution](#)

93.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2024-04-18 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[wzj33300's solution](#)

94.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[wzj33300's solution](#)

95.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[wzj33300's solution](#)

96.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[wzj33300's solution](#)

97.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[wzj33300's solution](#)

98.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,003 global accepts · Rating: 800 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: math, number theory

[wzj33300's solution](#)

99.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[wzj33300's solution](#)

100.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

101.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,459 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

102.

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

103.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[wzj33300's solution](#)

104.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,440 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wzj33300's solution](#)

105.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[wzj33300's solution](#)

106.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[wzj33300's solution](#)

107.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[wzj33300's solution](#)

108.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[wzj33300's solution](#)

109.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[wzj33300's solution](#)

110.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[wzj33300's solution](#)

111.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: games
[wzj33300's solution](#)

112.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[wzj33300's solution](#)

113.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,919 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[wzj33300's solution](#)

114.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[wzj33300's solution](#)

115.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,892 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[wzj33300's solution](#)

116.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[wzj33300's solution](#)

117.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[wzj33300's solution](#)

118.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[wzj33300's solution](#)

119.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[wzj33300's solution](#)

120.

1867A

[green gold dog array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · last AC: 2024-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[wzj33300's solution](#)

121.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[wzj33300's solution](#)

122.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[wzj33300's solution](#)

123.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[wzj33300's solution](#)

124.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[wzj33300's solution](#)

125.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[wzj33300's solution](#)

126.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[wzj33300's solution](#)

127.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[wzj33300's solution](#)

128.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[wzj33300's solution](#)

129.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[wzj33300's solution](#)

130.

1566A

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

Quality: 25,377 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[wzj33300's solution](#)

131.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[wzj33300's solution](#)

132.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,928 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[wzj33300's solution](#)

133.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[wzj33300's solution](#)

134.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[wzj33300's solution](#)

135.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[wzj33300's solution](#)

136.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[wzj33300's solution](#)

137.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

138.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[wzj33300's solution](#)

139.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

140.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,336 global accepts · Rating: 800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

141.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

142.

1786A2

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

Quality: 12,220 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

143.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[wzj33300's solution](#)

144.

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[wzj33300's solution](#)

145.

22A

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

Quality: 27,089 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[wzj33300's solution](#)

146.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[wzj33300's solution](#)

147.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,500 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

148.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[wzj33300's solution](#)

149.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[wzj33300's solution](#)

150.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[wzj33300's solution](#)

151.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[wzj33300's solution](#)

152.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,276 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[wzj33300's solution](#)

153.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[wzj33300's solution](#)

154.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[wzj33300's solution](#)

155.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[wzj33300's solution](#)

156.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[wzj33300's solution](#)

157.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,485 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[wzj33300's solution](#)

158.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,553 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[wzj33300's solution](#)

159.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,568 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

160.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation

[wzj33300's solution](#)

161.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

162.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[wzj33300's solution](#)

163.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[wzj33300's solution](#)

164.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[wzj33300's solution](#)

165.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[wzj33300's solution](#)

166.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[wzj33300's solution](#)

167.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,212 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[wzj33300's solution](#)

168.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[wzj33300's solution](#)

169.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[wzj33300's solution](#)

170.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[wzj33300's solution](#)

171.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[wzj33300's solution](#)

172.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[wzj33300's solution](#)

173.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[wzj33300's solution](#)

174.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wzj33300's solution](#)

175.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[wzj33300's solution](#)

176.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

177.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

178.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,703 global accepts · Rating: 800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[wzj33300's solution](#)

179.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,377 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[wzj33300's solution](#)

180.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[wzj33300's solution](#)

181.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[wzj33300's solution](#)

182.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wzj33300's solution](#)

183.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[wzj33300's solution](#)

184.

1831A

[Twin Permutations](#) · [Tutorial](#)

Quality: 46,322 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[wzj33300's solution](#)

185.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[wzj33300's solution](#)

186.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[wzj33300's solution](#)

187.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[wzj33300's solution](#)

188.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[wzj33300's solution](#)

189.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[wzj33300's solution](#)

190.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[wzj33300's solution](#)

191.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[wzj33300's solution](#)

192.

1845A

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

Quality: 47,385 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[wzj33300's solution](#)

193.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[wzj33300's solution](#)

194.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[wzj33300's solution](#)

195.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,163 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[wzj33300's solution](#)

196.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[wzj33300's solution](#)

197.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[wzj33300's solution](#)

198.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[wzj33300's solution](#)

199.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,380 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[wzj33300's solution](#)

200.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-29 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[wzj33300's solution](#)

201.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[wzj33300's solution](#)

202.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[wzj33300's solution](#)

203.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,711 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[wzj33300's solution](#)

204.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[wzj33300's solution](#)

205.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,417 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[wzj33300's solution](#)

206.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[wzj33300's solution](#)

207.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[wzj33300's solution](#)

208.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[wzj33300's solution](#)

209.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[wzj33300's solution](#)

210.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
[wzj33300's solution](#)

211.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,444 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[wzj33300's solution](#)

212.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[wzj33300's solution](#)

213.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[wzj33300's solution](#)

214.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[wzj33300's solution](#)

215.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,267 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[wzj33300's solution](#)

216.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[wzj33300's solution](#)

217.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
[wzj33300's solution](#)

218.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[wzj33300's solution](#)

219.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[wzj33300's solution](#)

220.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[wzj33300's solution](#)

221.

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[wzj33300's solution](#)

222.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[wzj33300's solution](#)

223.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[wzj33300's solution](#)

224.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[wzj33300's solution](#)

225.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[wzj33300's solution](#)

226.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[wzj33300's solution](#)

227.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[wzj33300's solution](#)

228.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[wzj33300's solution](#)

229.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[wzj33300's solution](#)

230.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[wzj33300's solution](#)

231.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[wzj33300's solution](#)

232.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[wzj33300's solution](#)

233.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[wzj33300's solution](#)

234.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[wzj33300's solution](#)

235.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[wzj33300's solution](#)

236.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,325 global accepts · Rating: 900 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[wzj33300's solution](#)

237.

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[wzj33300's solution](#)

238.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[wzj33300's solution](#)

239.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: strings
[wzj33300's solution](#)

240.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math
[wzj33300's solution](#)

241.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[wzj33300's solution](#)

242.

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[wzj33300's solution](#)

243.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: math
[wzj33300's solution](#)

244.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[wzj33300's solution](#)

245.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[wzj33300's solution](#)

246.

1665B

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

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[wzj33300's solution](#)

247.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[wzj33300's solution](#)

248.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[wzj33300's solution](#)

249.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[wzj33300's solution](#)

250.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[wzj33300's solution](#)

251.

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[wzj33300's solution](#)

252.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[wzj33300's solution](#)

253.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[wzj33300's solution](#)

254.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[wzj33300's solution](#)

255.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[wzj33300's solution](#)

256.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[wzj33300's solution](#)

257.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[wzj33300's solution](#)

258.

1725B

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

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[wzj33300's solution](#)

259.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math
[wzj33300's solution](#)

260.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[wzj33300's solution](#)

261.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[wzj33300's solution](#)

262.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[wzj33300's solution](#)

263.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,278 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings
[wzj33300's solution](#)

264.

1907B

[YetanotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
[wzj33300's solution](#)

265.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[wzj33300's solution](#)

266.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[wzj33300's solution](#)

267.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

268.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[wzj33300's solution](#)

269.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[wzj33300's solution](#)

270.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[wzj33300's solution](#)

271.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wzj33300's solution](#)

272.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[wzj33300's solution](#)

273.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[wzj33300's solution](#)

274.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[wzj33300's solution](#)

275.

1859B

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

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[wzj33300's solution](#)

276.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[wzj33300's solution](#)

277.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[wzj33300's solution](#)

278.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-23 · last AC: 2024-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[wzj33300's solution](#)

279.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[wzj33300's solution](#)

280.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[wzj33300's solution](#)

281.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[wzj33300's solution](#)

282.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[wzj33300's solution](#)

283.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[wzj33300's solution](#)

284.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[wzj33300's solution](#)

285.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[wzj33300's solution](#)

286.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[wzj33300's solution](#)

287.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[wzj33300's solution](#)

288.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[wzj33300's solution](#)

289.

1933C

[Turtle Fingers: Count the Values of k](#) · Tutorial

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[wzj33300's solution](#)

290.

1826B

[Lunatic Never Content](#) · Tutorial

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[wzj33300's solution](#)

291.

1923B

[Monsters Attack!](#) · Tutorial

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[wzj33300's solution](#)

292.

1669F

[Eating Candies](#) · Tutorial

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[wzj33300's solution](#)

293.

1669D

[Colorful Stamp](#) · Tutorial

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[wzj33300's solution](#)

294.

1829E

[The Lakes](#) · Tutorial

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[wzj33300's solution](#)

295.

1850E

[Cardboard for Pictures](#) · Tutorial

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[wzj33300's solution](#)

296.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[wzj33300's solution](#)

297.

1904B

[Collecting Game](#) · Tutorial

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[wzj33300's solution](#)

298.

1901B

[Chip and Ribbon](#) · Tutorial

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[wzj33300's solution](#)

299.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings

[wzj33300's solution](#)

300.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[wzj33300's solution](#)

301.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[wzj33300's solution](#)

302.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[wzj33300's solution](#)

303.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[wzj33300's solution](#)

304.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[wzj33300's solution](#)

305.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[wzj33300's solution](#)

306.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[wzj33300's solution](#)

307.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[wzj33300's solution](#)

308.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[wzj33300's solution](#)

309.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[wzj33300's solution](#)

310.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[wzj33300's solution](#)

311.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · last AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[wzj33300's solution](#)

312.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2024-09-19 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[wzj33300's solution](#)

313.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[wzj33300's solution](#)

314.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[wzj33300's solution](#)

315.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[wzj33300's solution](#)

316.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wzj33300's solution](#)

317.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation

[wzj33300's solution](#)

318.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[wzj33300's solution](#)

319.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[wzj33300's solution](#)

320.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[wzj33300's solution](#)

321.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[wzj33300's solution](#)

322.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[wzj33300's solution](#)

323.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[wzj33300's solution](#)

324.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[wzj33300's solution](#)

325.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[wzj33300's solution](#)

326.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[wzj33300's solution](#)

327.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[wzj33300's solution](#)

328.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[wzj33300's solution](#)

329.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[wzj33300's solution](#)

330.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[wzj33300's solution](#)

331.

1922B

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

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[wzj33300's solution](#)

332.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[wzj33300's solution](#)

333.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[wzj33300's solution](#)

334.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[wzj33300's solution](#)

335.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[wzj33300's solution](#)

336.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[wzj33300's solution](#)

337.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[wzj33300's solution](#)

338.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[wzj33300's solution](#)

339.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[wzj33300's solution](#)

340.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[wzj33300's solution](#)

341.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[wzj33300's solution](#)

342.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[wzj33300's solution](#)

343.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[wzj33300's solution](#)

344.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[wzj33300's solution](#)

345.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[wzj33300's solution](#)

346.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[wzj33300's solution](#)

347.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[wzj33300's solution](#)

348.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices
[wzj33300's solution](#)

349.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[wzj33300's solution](#)

350.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[wzj33300's solution](#)

351.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[wzj33300's solution](#)

352.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[wzj33300's solution](#)

353.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[wzj33300's solution](#)

354.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[wzj33300's solution](#)

355.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[wzj33300's solution](#)

356.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[wzj33300's solution](#)

357.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[wzj33300's solution](#)

358.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[wzj33300's solution](#)

359.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[wzj33300's solution](#)

360.

1944C

[MEX Game 1 · Tutorial](#)

Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[wzj33300's solution](#)

361.

1556B

[Take Your Places! · Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[wzj33300's solution](#)

362.

1937B

[Binary Path · Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[wzj33300's solution](#)

363.

1823C

[Strongly Composite · Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[wzj33300's solution](#)

364.

1236C

[Labs · Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[wzj33300's solution](#)

365.

1669H

[Maximal AND · Tutorial](#)

Quality: 29,123 global accepts · Rating: 1300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[wzj33300's solution](#)

366.

1829F

[Forever Winter · Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math
[wzj33300's solution](#)

367.

1926D

[Vlad and Division · Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[wzj33300's solution](#)

368.

1927D

[Find the Different Ones! · Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[wzj33300's solution](#)

369.

1922C

[Closest Cities · Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy,

implementation, math

[wzj33300's solution](#)

370.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[wzj33300's solution](#)

371.

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[wzj33300's solution](#)

372.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[wzj33300's solution](#)

373.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-29 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[wzj33300's solution](#)

374.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[wzj33300's solution](#)

375.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[wzj33300's solution](#)

376.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[wzj33300's solution](#)

377.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wzj33300's solution](#)

378.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[wzj33300's solution](#)

379.

2190B1

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

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[wzj33300's solution](#)

380.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[wzj33300's solution](#)

381.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[wzj33300's solution](#)

382.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[wzj33300's solution](#)

383.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[wzj33300's solution](#)

384.

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[wzj33300's solution](#)

385.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[wzj33300's solution](#)

386.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[wzj33300's solution](#)

387.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[wzj33300's solution](#)

388.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[wzj33300's solution](#)

389.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,019 global accepts · Rating: 1400 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[wzj33300's solution](#)

390.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[wzj33300's solution](#)

391.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[wzj33300's solution](#)

392.

1993C

[Light Switches](#) · [Tutorial](#)

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

[wzj33300's solution](#)

393.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[wzj33300's solution](#)

394.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[wzj33300's solution](#)

395.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[wzj33300's solution](#)

396.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[wzj33300's solution](#)

397.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[wzj33300's solution](#)

398.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[wzj33300's solution](#)

399.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[wzj33300's solution](#)

400.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[wzj33300's solution](#)

401.

1825C

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

Rating: 1400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[wzj33300's solution](#)

402.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[wzj33300's solution](#)

403.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[wzj33300's solution](#)

404.

1931E

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

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[wzj33300's solution](#)

405.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers
[wzj33300's solution](#)

406.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[wzj33300's solution](#)

407.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[wzj33300's solution](#)

408.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[wzj33300's solution](#)

409.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[wzj33300's solution](#)

410.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[wzj33300's solution](#)

411.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[wzj33300's solution](#)

412.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[wzj33300's solution](#)

413.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[wzj33300's solution](#)

414.

1845C

[Strong Password](#) · [Tutorial](#)

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

[wzj33300's solution](#)

415.

1888D1

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

Rating: 1400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[wzj33300's solution](#)

416.

1888C

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

Rating: 1400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[wzj33300's solution](#)

417.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[wzj33300's solution](#)

418.

1875C

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

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[wzj33300's solution](#)

419.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[wzj33300's solution](#)

420.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[wzj33300's solution](#)

421.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[wzj33300's solution](#)

422.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[wzj33300's solution](#)

423.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[wzj33300's solution](#)

424.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, implementation, strings

[wzj33300's solution](#)

425.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

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

[wzj33300's solution](#)

426.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[wzj33300's solution](#)

427.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[wzj33300's solution](#)

428.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[wzj33300's solution](#)

429.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, sortings

[wzj33300's solution](#)

430.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,066 global accepts · Rating: 1500 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[wzj33300's solution](#)

431.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[wzj33300's solution](#)

432.

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[wzj33300's solution](#)

433.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[wzj33300's solution](#)

434.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,686 global accepts · Rating: 1500 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[wzj33300's solution](#)

435.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[wzj33300's solution](#)

436.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[wzj33300's solution](#)

437.

1818C

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

Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[wzj33300's solution](#)

438.

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[wzj33300's solution](#)

439.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[wzj33300's solution](#)

440.

1925C

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

Rating: 1500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings
[wzj33300's solution](#)

441.

1891C

[Smilo and Monsters · Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[wzj33300's solution](#)

442.

1858B

[The Walkway · Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[wzj33300's solution](#)

443.

1857E

[Power of Points · Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[wzj33300's solution](#)

444.

2084D

[Arcology On Permafrost · Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[wzj33300's solution](#)

445.

2034D

[Darius' Wisdom · Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[wzj33300's solution](#)

446.

2037E

[Kachina's Favorite Binary String · Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers
[wzj33300's solution](#)

447.

2036E

[Reverse the Rivers · Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[wzj33300's solution](#)

448.

2018A

[Cards Partition · Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[wzj33300's solution](#)

449.

1603B

[Moderate Modular Mode · Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[wzj33300's solution](#)

450.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, implementation

[wzj33300's solution](#)

451.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[wzj33300's solution](#)

452.

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[wzj33300's solution](#)

453.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[wzj33300's solution](#)

454.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[wzj33300's solution](#)

455.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[wzj33300's solution](#)

456.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[wzj33300's solution](#)

457.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[wzj33300's solution](#)

458.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[wzj33300's solution](#)

459.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[wzj33300's solution](#)

460.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[wzj33300's solution](#)

461.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math
[wzj33300's solution](#)

462.

1917C

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

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[wzj33300's solution](#)

463.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[wzj33300's solution](#)

464.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory
[wzj33300's solution](#)

465.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[wzj33300's solution](#)

466.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-09-30 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp
[wzj33300's solution](#)

467.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[wzj33300's solution](#)

468.

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[wzj33300's solution](#)

469.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics,

implementation, math
[wzj33300's solution](#)

470.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[wzj33300's solution](#)

471.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[wzj33300's solution](#)

472.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[wzj33300's solution](#)

473.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[wzj33300's solution](#)

474.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[wzj33300's solution](#)

475.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[wzj33300's solution](#)

476.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-09-17 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[wzj33300's solution](#)

477.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[wzj33300's solution](#)

478.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings
[wzj33300's solution](#)

479.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[wzj33300's solution](#)

480.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[wzj33300's solution](#)

481.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[wzj33300's solution](#)

482.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[wzj33300's solution](#)

483.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[wzj33300's solution](#)

484.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[wzj33300's solution](#)

485.

1937C

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

Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[wzj33300's solution](#)

486.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[wzj33300's solution](#)

487.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[wzj33300's solution](#)

488.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[wzj33300's solution](#)

489.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[wzj33300's solution](#)

490.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[wzj33300's solution](#)

491.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[wzj33300's solution](#)

492.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[wzj33300's solution](#)

493.

1890D

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

Rating: 1700 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[wzj33300's solution](#)

494.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[wzj33300's solution](#)

495.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[wzj33300's solution](#)

496.

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[wzj33300's solution](#)

497.

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[wzj33300's solution](#)

498.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[wzj33300's solution](#)

499.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[wzj33300's solution](#)

500.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[wzj33300's solution](#)

501.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-03-22 · last AC: 2024-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[wzj33300's solution](#)

502.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[wzj33300's solution](#)

503.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[wzj33300's solution](#)

504.

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[wzj33300's solution](#)

505.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[wzj33300's solution](#)

506.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[wzj33300's solution](#)

507.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[wzj33300's solution](#)

508.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math

[wzj33300's solution](#)

509.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[wzj33300's solution](#)

510.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[wzj33300's solution](#)

511.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[wzj33300's solution](#)

512.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[wzj33300's solution](#)

513.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[wzj33300's solution](#)

514.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[wzj33300's solution](#)

515.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[wzj33300's solution](#)

516.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[wzj33300's solution](#)

517.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[wzj33300's solution](#)

518.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, greedy, implementation, math

[wzj33300's solution](#)

519.

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[wzj33300's solution](#)

520.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[wzj33300's solution](#)

521.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wzj33300's solution](#)

522.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[wzj33300's solution](#)

523.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[wzj33300's solution](#)

524.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[wzj33300's solution](#)

525.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[wzj33300's solution](#)

526.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[wzj33300's solution](#)

527.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[wzj33300's solution](#)

528.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[wzj33300's solution](#)

529.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[wzj33300's solution](#)

530.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[wzj33300's solution](#)

531.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[wzj33300's solution](#)

532.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[wzj33300's solution](#)

533.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[wzj33300's solution](#)

534.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp

[wzj33300's solution](#)

535.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[wzj33300's solution](#)

536.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[wzj33300's solution](#)

537.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[wzj33300's solution](#)

538.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[wzj33300's solution](#)

539.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[wzj33300's solution](#)

540.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[wzj33300's solution](#)

541.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[wzj33300's solution](#)

542.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[wzj33300's solution](#)

543.

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer

[wzj33300's solution](#)

544.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[wzj33300's solution](#)

545.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, strings

[wzj33300's solution](#)

546.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[wzj33300's solution](#)

547.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[wzj33300's solution](#)

548.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[wzj33300's solution](#)

549.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[wzj33300's solution](#)

550.

1861D

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

Quality: 7,958 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[wzj33300's solution](#)

551.

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[wzj33300's solution](#)

552.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[wzj33300's solution](#)

553.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[wzj33300's solution](#)

554.

2038G

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

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[wzj33300's solution](#)

555.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, greedy, two pointers

[wzj33300's solution](#)

556.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[wzj33300's solution](#)

557.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[wzj33300's solution](#)

558.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number

theory

[wzj33300's solution](#)

559.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[wzj33300's solution](#)

560.

2014H

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

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[wzj33300's solution](#)

561.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[wzj33300's solution](#)

562.

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[wzj33300's solution](#)

563.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[wzj33300's solution](#)

564.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[wzj33300's solution](#)

565.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[wzj33300's solution](#)

566.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[wzj33300's solution](#)

567.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[wzj33300's solution](#)

568.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math
[wzj33300's solution](#)

569.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[wzj33300's solution](#)

570.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[wzj33300's solution](#)

571.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[wzj33300's solution](#)

572.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[wzj33300's solution](#)

573.

505C

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

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, two pointers

[wzj33300's solution](#)

574.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[wzj33300's solution](#)

575.

1823D

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576.

1920D

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Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

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577.

1932F

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[wzj33300's solution](#)

578.

1818D

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579.

1371E1

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Quality: 5,529 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

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580.

1926G

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Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

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581.

1929D

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582.

1928D

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583.

1927F

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Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

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584.

1922D

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585.

1883G2

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[wzj33300's solution](#)

586.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[wzj33300's solution](#)

587.

1898D

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588.

1834D

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589.

1895D

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Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

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590.

1891D

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[wzj33300's solution](#)

591.

1888E

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[wzj33300's solution](#)

592.

1888D2

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

Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[wzj33300's solution](#)

593.

1878F

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Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[wzj33300's solution](#)

594.

2114F

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Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[wzj33300's solution](#)

595.

2096D

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Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[wzj33300's solution](#)

596.

2037G

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Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

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597.

1083B

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Quality: 2,169 global accepts · Rating: 2000 · first AC: 2024-03-22 · last AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[wzj33300's solution](#)

598.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2024-03-06 · last AC: 2024-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[wzj33300's solution](#)

599.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[wzj33300's solution](#)

600.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings

[wzj33300's solution](#)

601.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[wzj33300's solution](#)

602.

2014F

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Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[wzj33300's solution](#)

603.

1582E

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Quality: 4,217 global accepts · Rating: 2000 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[wzj33300's solution](#)

604.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[wzj33300's solution](#)

605.

842D

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[wzj33300's solution](#)

606.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[wzj33300's solution](#)

607.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[wzj33300's solution](#)

608.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[wzj33300's solution](#)

609.

337D

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Quality: 6,911 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[wzj33300's solution](#)

610.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[wzj33300's solution](#)

611.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[wzj33300's solution](#)

612.

1103B

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Quality: 3,531 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[wzj33300's solution](#)

613.

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
[wzj33300's solution](#)

614.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[wzj33300's solution](#)

615.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[wzj33300's solution](#)

616.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math
[wzj33300's solution](#)

617.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[wzj33300's solution](#)

618.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation
[wzj33300's solution](#)

619.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[wzj33300's solution](#)

620.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
[wzj33300's solution](#)

621.

1574D

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Quality: 4,851 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[wzj33300's solution](#)

622.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[wzj33300's solution](#)

623.

1415D

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Quality: 6,166 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms
[wzj33300's solution](#)

624.

468B

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Quality: 5,271 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[wzj33300's solution](#)

625.

1618F

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Quality: 4,736 global accepts · Rating: 2000 · first AC: 2024-03-22 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[wzj33300's solution](#)

626.

1665D

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Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[wzj33300's solution](#)

627.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[wzj33300's solution](#)

628.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[wzj33300's solution](#)

629.

662D

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Quality: 1,715 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wzj33300's solution](#)

630.

1944D

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Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[wzj33300's solution](#)

631.

1941G

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Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[wzj33300's solution](#)

632.

1566E

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Quality: 4,448 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[wzj33300's solution](#)

633.

1804D

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Quality: 5,270 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[wzj33300's solution](#)

634.

1256E

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Quality: 4,599 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[wzj33300's solution](#)

635.

1142B

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Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[wzj33300's solution](#)

636.

1753C

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Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[wzj33300's solution](#)

637.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[wzj33300's solution](#)

638.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[wzj33300's solution](#)

639.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
[wzj33300's solution](#)

640.

1057C

[Tanya and Colored Candies](#) · [Tutorial](#)

Quality: 1,171 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp
[wzj33300's solution](#)

641.

1674G

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Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
[wzj33300's solution](#)

642.

1370D

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Quality: 10,929 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[wzj33300's solution](#)

643.

1366D

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Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[wzj33300's solution](#)

644.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[wzj33300's solution](#)

645.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[wzj33300's solution](#)

646.

1931G

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

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[wzj33300's solution](#)

647.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
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648.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[wzj33300's solution](#)

649.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[wzj33300's solution](#)

650.

2150C

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Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[wzj33300's solution](#)

651.

2115B

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

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[wzj33300's solution](#)

652.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math
[wzj33300's solution](#)

653.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers
[wzj33300's solution](#)

654.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[wzj33300's solution](#)

655.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[wzj33300's solution](#)

656.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[wzj33300's solution](#)

657.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
[wzj33300's solution](#)

658.

2000G

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

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[wzj33300's solution](#)

659.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[wzj33300's solution](#)

660.

1942D

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

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[wzj33300's solution](#)

661.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[wzj33300's solution](#)

662.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[wzj33300's solution](#)

663.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[wzj33300's solution](#)

664.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[wzj33300's solution](#)

665.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[wzj33300's solution](#)

666.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[wzj33300's solution](#)

667.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[wzj33300's solution](#)

668.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[wzj33300's solution](#)

669.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
[wzj33300's solution](#)

670.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[wzj33300's solution](#)

671.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[wzj33300's solution](#)

672.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory
[wzj33300's solution](#)

673.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
[wzj33300's solution](#)

674.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[wzj33300's solution](#)

675.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
[wzj33300's solution](#)

676.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math
[wzj33300's solution](#)

677.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths
[wzj33300's solution](#)

678.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[wzj33300's solution](#)

679.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory
[wzj33300's solution](#)

680.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[wzj33300's solution](#)

681.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[wzj33300's solution](#)

682.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[wzj33300's solution](#)

683.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[wzj33300's solution](#)

684.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[wzj33300's solution](#)

685.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-08-08 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[wzj33300's solution](#)

686.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp
[wzj33300's solution](#)

687.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[wzj33300's solution](#)

688.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[wzj33300's solution](#)

689.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[wzj33300's solution](#)

690.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[wzj33300's solution](#)

691.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[wzj33300's solution](#)

692.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[wzj33300's solution](#)

693.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs

[wzj33300's solution](#)

694.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[wzj33300's solution](#)

695.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[wzj33300's solution](#)

696.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[wzj33300's solution](#)

697.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[wzj33300's solution](#)

698.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[wzj33300's solution](#)

699.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[wzj33300's solution](#)

700.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wzj33300's solution](#)

701.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[wzj33300's solution](#)

702.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[wzj33300's solution](#)

703.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[wzj33300's solution](#)

704.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[wzj33300's solution](#)

705.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[wzj33300's solution](#)

706.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[wzj33300's solution](#)

707.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[wzj33300's solution](#)

708.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[wzj33300's solution](#)

709.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[wzj33300's solution](#)

710.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[wzj33300's solution](#)

711.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[wzj33300's solution](#)

712.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[wzj33300's solution](#)

713.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[wzj33300's solution](#)

714.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[wzj33300's solution](#)

715.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[wzj33300's solution](#)

716.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[wzj33300's solution](#)

717.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[wzj33300's solution](#)

718.

207D8

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 2300 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[wzj33300's solution](#)

719.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[wzj33300's solution](#)

720.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[wzj33300's solution](#)

721.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[wzj33300's solution](#)

722.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[wzj33300's solution](#)

723.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[wzj33300's solution](#)

724.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[wzj33300's solution](#)

725.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[wzj33300's solution](#)

726.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[wzj33300's solution](#)

727.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[wzj33300's solution](#)

728.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[wzj33300's solution](#)

729.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[wzj33300's solution](#)

730.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[wzj33300's solution](#)

731.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[wzj33300's solution](#)

732.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[wzj33300's solution](#)

733.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, trees

[wzj33300's solution](#)

734.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[wzj33300's solution](#)

735.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, math, number theory

[wzj33300's solution](#)

736.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[wzj33300's solution](#)

737.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[wzj33300's solution](#)

738.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[wzj33300's solution](#)

739.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures

[wzj33300's solution](#)

740.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, number theory

[wzj33300's solution](#)

741.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[wzj33300's solution](#)

742.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy

[wzj33300's solution](#)

743.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[wzj33300's solution](#)

744.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[wzj33300's solution](#)

745.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[wzj33300's solution](#)

746.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[wzj33300's solution](#)

747.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[wzj33300's solution](#)

748.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[wzj33300's solution](#)

749.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[wzj33300's solution](#)

750.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[wzj33300's solution](#)

751.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[wzj33300's solution](#)

752.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[wzj33300's solution](#)

753.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[wzj33300's solution](#)

754.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing

[wzj33300's solution](#)

755.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[wzj33300's solution](#)

756.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[wzj33300's solution](#)

757.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[wzj33300's solution](#)

758.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[wzj33300's solution](#)

759.

2034F1

[Khayyam's Royal Decree \(Easy Version\) · Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[wzj33300's solution](#)

760.

220D

[Little Elephant and Triangle · Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[wzj33300's solution](#)

761.

1253F

[Cheap Robot · Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[wzj33300's solution](#)

762.

2021E2

[Digital Village \(Hard Version\) · Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[wzj33300's solution](#)

763.

55D

[Beautiful numbers · Tutorial](#)

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[wzj33300's solution](#)

764.

1994F

[Stardew Valley · Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[wzj33300's solution](#)

765.

1990E1

[Catch the Mole\(Easy Version\) · Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[wzj33300's solution](#)

766.

1983F

[array-value · Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[wzj33300's solution](#)

767.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[wzj33300's solution](#)

768.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[wzj33300's solution](#)

769.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[wzj33300's solution](#)

770.

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[wzj33300's solution](#)

771.

1859E

[Maximum Monogosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[wzj33300's solution](#)

772.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[wzj33300's solution](#)

773.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[wzj33300's solution](#)

774.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[wzj33300's solution](#)

775.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[wzj33300's solution](#)

776.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games

[wzj33300's solution](#)

777.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, number theory

[wzj33300's solution](#)

778.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, two pointers

[wzj33300's solution](#)

779.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[wzj33300's solution](#)

780.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[wzj33300's solution](#)

781.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[wzj33300's solution](#)

782.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[wzj33300's solution](#)

783.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[wzj33300's solution](#)

784.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[wzj33300's solution](#)

785.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[wzj33300's solution](#)

786.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-10-05 · last AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, interactive, number theory

[wzj33300's solution](#)

787.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number

theory

[wzj33300's solution](#)

788.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[wzj33300's solution](#)

789.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[wzj33300's solution](#)

790.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[wzj33300's solution](#)

791.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[wzj33300's solution](#)

792.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[wzj33300's solution](#)

793.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[wzj33300's solution](#)

794.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[wzj33300's solution](#)

795.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[wzj33300's solution](#)

796.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[wzj33300's solution](#)

797.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[wzj33300's solution](#)

798.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[wzj33300's solution](#)

799.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[wzj33300's solution](#)

800.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[wzj33300's solution](#)

801.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs

[wzj33300's solution](#)

802.

1408G

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

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[wzj33300's solution](#)

803.

838D

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

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[wzj33300's solution](#)

804.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[wzj33300's solution](#)

805.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[wzj33300's solution](#)

806.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[wzj33300's solution](#)

807.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[wzj33300's solution](#)

808.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[wzj33300's solution](#)

809.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[wzj33300's solution](#)

810.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[wzj33300's solution](#)

811.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[wzj33300's solution](#)

812.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[wzj33300's solution](#)

813.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, fft, math

[wzj33300's solution](#)

814.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[wzj33300's solution](#)

815.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[wzj33300's solution](#)

816.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs

[wzj33300's solution](#)

817.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[wzj33300's solution](#)

818.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2024-12-09 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, trees

[wzj33300's solution](#)

819.

2034F2

[Khayam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[wzj33300's solution](#)

820.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[wzj33300's solution](#)

821.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[wzj33300's solution](#)

822.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[wzj33300's solution](#)

823.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · last AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[wzj33300's solution](#)

824.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 2900 · first AC: 2026-02-12 · last AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[wzj33300's solution](#)

825.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[wzj33300's solution](#)

826.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[wzj33300's solution](#)

827.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[wzj33300's solution](#)

828.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[wzj33300's solution](#)

829.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[wzj33300's solution](#)

830.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings

[wzj33300's solution](#)

831.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2025-04-16 · last AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[wzj33300's solution](#)

832.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[wzj33300's solution](#)

833.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[wzj33300's solution](#)

834.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2024-11-22 · last AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[wzj33300's solution](#)

835.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[wzj33300's solution](#)

836.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3000 · first AC: 2026-02-12 · last AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[wzj33300's solution](#)

837.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[wzj33300's solution](#)

838.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[wzj33300's solution](#)

839.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[wzj33300's solution](#)

840.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[wzj33300's solution](#)

841.

1855F

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

Rating: 3000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[wzj33300's solution](#)

842.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[wzj33300's solution](#)

843.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, sortings

[wzj33300's solution](#)

844.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, greedy

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845.

1628E

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846.

587D

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847.

1770F

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848.

1936D

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849.

708E

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Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-08-10 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

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850.

1610H

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Quality: 628 global accepts · Rating: 3100 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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851.

1239E

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Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

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852.

1476G

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Quality: 740 global accepts · Rating: 3100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

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853.

786E

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Quality: 753 global accepts · Rating: 3200 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, trees

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854.

1603E

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Quality: 641 global accepts · Rating: 3200 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

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855.

1149E

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Quality: 666 global accepts · Rating: 3200 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, graphs

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856.

913G

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Quality: 234 global accepts · Rating: 3200 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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857.

1270H

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Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

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858.

2135E1

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Quality: 247 global accepts · Rating: 3300 · first AC: 2025-10-29 · last AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

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859.

1450H2

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Quality: 277 global accepts · Rating: 3300 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[wzj33300's solution](#)

860.

1292E

[Rin and The Unknown Flower · Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2025-11-04 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[wzj33300's solution](#)

861.

2135E2

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Quality: 166 global accepts · Rating: 3500 · first AC: 2025-10-29 · last AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[wzj33300's solution](#)

862.

1034D

[Intervals of Intervals · Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

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863.

1290F

[Making Shapes · Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

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864.

1994H

[Fortnite · Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[wzj33300's solution](#)

865.

105231B

[Magic Leeks · Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wzj33300's solution](#)

866.

105231I

[Neuville Circling · Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wzj33300's solution](#)

867.

105231H

[Convolution · Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wzj33300's solution](#)

868.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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869.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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870.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wzj33300's solution](#)

871.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wzj33300's solution](#)

872.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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873.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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874.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wzj33300's solution](#)

875.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2024-03-27 · PyPy 3 (first AC) · Tags: *special, constructive algorithms, geometry, math
[wzj33300's solution](#)

876.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2024-03-27 · Python 3 (first AC) · Tags: *special, constructive algorithms, math, number theory
[wzj33300's solution](#)

877.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2024-03-27 · last AC: 2024-03-27 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[wzj33300's solution](#)