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Unique solved — xianboyu

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 793

1.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[xianboyu's solution](#)

2.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[xianboyu's solution](#)

3.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [number theory](#)
[xianboyu's solution](#)

4.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)
[xianboyu's solution](#)

5.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [sortings](#)
[xianboyu's solution](#)

6.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#), [math](#)
[xianboyu's solution](#)

7.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,381 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: [math](#)
[xianboyu's solution](#)

8.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [math](#)
[xianboyu's solution](#)

9.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [implementation](#)
[xianboyu's solution](#)

10.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[xianboyu's solution](#)

11.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[xianboyu's solution](#)

12.

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[xianboyu's solution](#)

13.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[xianboyu's solution](#)

14.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[xianboyu's solution](#)

15.

1468E

[Four Segments](#) · [Tutorial](#)

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[xianboyu's solution](#)

16.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[xianboyu's solution](#)

17.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[xianboyu's solution](#)

18.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[xianboyu's solution](#)

19.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[xianboyu's solution](#)

20.

1760B

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Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[xianboyu's solution](#)

21.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,951 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[xianboyu's solution](#)

22.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xianboyu's solution](#)

23.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[xianboyu's solution](#)

24.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[xianboyu's solution](#)

25.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,640 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[xianboyu's solution](#)

26.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings
[xianboyu's solution](#)

27.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[xianboyu's solution](#)

28.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[xianboyu's solution](#)

29.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xianboyu's solution](#)

30.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings
[xianboyu's solution](#)

31.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[xianboyu's solution](#)

32.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings
[xianboyu's solution](#)

33.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[xianboyu's solution](#)

34.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xianboyu's solution](#)

35.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xianboyu's solution](#)

36.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[xianboyu's solution](#)

37.

1561A

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

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings
[xianboyu's solution](#)

38.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[xianboyu's solution](#)

39.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[xianboyu's solution](#)

40.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[xianboyu's solution](#)

41.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[xianboyu's solution](#)

42.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[xianboyu's solution](#)

43.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[xianboyu's solution](#)

44.

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[xianboyu's solution](#)

45.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[xianboyu's solution](#)

46.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[xianboyu's solution](#)

47.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[xianboyu's solution](#)

48.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[xianboyu's solution](#)

49.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[xianboyu's solution](#)

50.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[xianboyu's solution](#)

51.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[xianboyu's solution](#)

52.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[xianboyu's solution](#)

53.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[xianboyu's solution](#)

54.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,900 global accepts · Rating: 1000 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[xianboyu's solution](#)

55.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[xianboyu's solution](#)

56.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[xianboyu's solution](#)

57.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[xianboyu's solution](#)

58.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[xianboyu's solution](#)

59.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[xianboyu's solution](#)

60.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[xianboyu's solution](#)

61.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[xianboyu's solution](#)

62.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[xianboyu's solution](#)

63.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[xianboyu's solution](#)

64.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[xianboyu's solution](#)

65.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[xianboyu's solution](#)

66.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[xianboyu's solution](#)

67.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[xianboyu's solution](#)

68.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[xianboyu's solution](#)

69.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[xianboyu's solution](#)

70.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[xianboyu's solution](#)

71.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[xianboyu's solution](#)

72.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[xianboyu's solution](#)

73.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings
[xianboyu's solution](#)

74.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[xianboyu's solution](#)

75.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[xianboyu's solution](#)

76.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[xianboyu's solution](#)

77.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[xianboyu's solution](#)

78.

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
[xianboyu's solution](#)

79.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[xianboyu's solution](#)

80.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[xianboyu's solution](#)

81.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[xianboyu's solution](#)

82.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, strings
[xianboyu's solution](#)

83.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[xianboyu's solution](#)

84.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[xianboyu's solution](#)

85.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[xianboyu's solution](#)

86.

1775B

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

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

87.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[xianboyu's solution](#)

88.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xianboyu's solution](#)

89.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xianboyu's solution](#)

90.

1649B

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

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

91.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[xianboyu's solution](#)

92.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[xianboyu's solution](#)

93.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[xianboyu's solution](#)

94.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[xianboyu's solution](#)

95.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[xianboyu's solution](#)

96.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[xianboyu's solution](#)

97.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[xianboyu's solution](#)

98.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[xianboyu's solution](#)

99.

1468C

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1764C

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103.

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1740C

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1876B

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1776L

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124.

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125.

1732D1

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126.

1754C2

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1753B

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1754D

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1930C

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170.

1760G

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171.

1765D

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290C

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173.

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176.

580D

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177.

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178.

1970E1

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179.

1930D1

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180.

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181.

1852A

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182.

1179B

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183.

963A

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184.

1010C

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185.

1010B

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186.

1034A

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187.

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188.

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189.

1572A

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191.

1280B

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192.

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1477A

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194.

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195.

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196.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[xianboyu's solution](#)

197.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[xianboyu's solution](#)

198.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[xianboyu's solution](#)

199.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[xianboyu's solution](#)

200.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[xianboyu's solution](#)

201.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[xianboyu's solution](#)

202.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[xianboyu's solution](#)

203.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[xianboyu's solution](#)

204.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[xianboyu's solution](#)

205.

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[xianboyu's solution](#)

206.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[xianboyu's solution](#)

207.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[xianboyu's solution](#)

208.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[xianboyu's solution](#)

209.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[xianboyu's solution](#)

210.

1970G1

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

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[xianboyu's solution](#)

211.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[xianboyu's solution](#)

212.

1938C

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

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[xianboyu's solution](#)

213.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[xianboyu's solution](#)

214.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[xianboyu's solution](#)

215.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[xianboyu's solution](#)

216.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings

[xianboyu's solution](#)

217.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math
[xianboyu's solution](#)

218.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[xianboyu's solution](#)

219.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation
[xianboyu's solution](#)

220.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
[xianboyu's solution](#)

221.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers
[xianboyu's solution](#)

222.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
[xianboyu's solution](#)

223.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[xianboyu's solution](#)

224.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[xianboyu's solution](#)

225.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[xianboyu's solution](#)

226.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees
[xianboyu's solution](#)

227.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[xianboyu's solution](#)

228.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[xianboyu's solution](#)

229.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[xianboyu's solution](#)

230.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[xianboyu's solution](#)

231.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[xianboyu's solution](#)

232.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[xianboyu's solution](#)

233.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[xianboyu's solution](#)

234.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[xianboyu's solution](#)

235.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2022-01-21 · last AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xianboyu's solution](#)

236.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[xianboyu's solution](#)

237.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[xianboyu's solution](#)

238.

1237C2

[Balanced Removals \(Harder\) · Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[xianboyu's solution](#)

239.

1197D

[Yet Another Subarray Problem · Tutorial](#)

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[xianboyu's solution](#)

240.

14E

[Camels · Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xianboyu's solution](#)

241.

607B

[Zuma · Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xianboyu's solution](#)

242.

149D

[Coloring Brackets · Tutorial](#)

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xianboyu's solution](#)

243.

16E

[Fish · Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[xianboyu's solution](#)

244.

2096D

[Wonderful Lightbulbs · Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[xianboyu's solution](#)

245.

1970E2

[Trails \(Medium\) · Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[xianboyu's solution](#)

246.

1951D

[Buying Jewels · Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[xianboyu's solution](#)

247.

1951E

[No Palindromes · Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[xianboyu's solution](#)

248.

1943B

[Non-Palindromic Substring · Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[xianboyu's solution](#)

249.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[xianboyu's solution](#)

250.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[xianboyu's solution](#)

251.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[xianboyu's solution](#)

252.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[xianboyu's solution](#)

253.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[xianboyu's solution](#)

254.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[xianboyu's solution](#)

255.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[xianboyu's solution](#)

256.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[xianboyu's solution](#)

257.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xianboyu's solution](#)

258.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[xianboyu's solution](#)

259.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[xianboyu's solution](#)

260.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[xianboyu's solution](#)

261.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[xianboyu's solution](#)

262.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[xianboyu's solution](#)

263.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xianboyu's solution](#)

264.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[xianboyu's solution](#)

265.

1754E

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

Rating: 2000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[xianboyu's solution](#)

266.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[xianboyu's solution](#)

267.

296B

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

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2022-01-21 · last AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[xianboyu's solution](#)

268.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[xianboyu's solution](#)

269.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[xianboyu's solution](#)

270.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2021-12-06 · last AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[xianboyu's solution](#)

271.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[xianboyu's solution](#)

272.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[xianboyu's solution](#)

273.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[xianboyu's solution](#)

274.

128C

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[xianboyu's solution](#)

275.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math

[xianboyu's solution](#)

276.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: games

[xianboyu's solution](#)

277.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[xianboyu's solution](#)

278.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[xianboyu's solution](#)

279.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[xianboyu's solution](#)

280.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[xianboyu's solution](#)

281.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[xianboyu's solution](#)

282.

1942D

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

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[xianboyu's solution](#)

283.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[xianboyu's solution](#)

284.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[xianboyu's solution](#)

285.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[xianboyu's solution](#)

286.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[xianboyu's solution](#)

287.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[xianboyu's solution](#)

288.

1252G

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

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[xianboyu's solution](#)

289.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices
[xianboyu's solution](#)

290.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
[xianboyu's solution](#)

291.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[xianboyu's solution](#)

292.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[xianboyu's solution](#)

293.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[xianboyu's solution](#)

294.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[xianboyu's solution](#)

295.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, greedy
[xianboyu's solution](#)

296.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
[xianboyu's solution](#)

297.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[xianboyu's solution](#)

298.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[xianboyu's solution](#)

299.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive,

number theory

[xianboyu's solution](#)

300.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[xianboyu's solution](#)

301.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · last AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[xianboyu's solution](#)

302.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[xianboyu's solution](#)

303.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[xianboyu's solution](#)

304.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[xianboyu's solution](#)

305.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[xianboyu's solution](#)

306.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-12-05 · last AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[xianboyu's solution](#)

307.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[xianboyu's solution](#)

308.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[xianboyu's solution](#)

309.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[xianboyu's solution](#)

310.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[xianboyu's solution](#)

311.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[xianboyu's solution](#)

312.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[xianboyu's solution](#)

313.

1970G2

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

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[xianboyu's solution](#)

314.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[xianboyu's solution](#)

315.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[xianboyu's solution](#)

316.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[xianboyu's solution](#)

317.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xianboyu's solution](#)

318.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[xianboyu's solution](#)

319.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[xianboyu's solution](#)

320.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[xianboyu's solution](#)

321.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[xianboyu's solution](#)

322.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[xianboyu's solution](#)

323.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[xianboyu's solution](#)

324.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[xianboyu's solution](#)

325.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[xianboyu's solution](#)

326.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings

[xianboyu's solution](#)

327.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[xianboyu's solution](#)

328.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[xianboyu's solution](#)

329.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[xianboyu's solution](#)

330.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[xianboyu's solution](#)

331.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[xianboyu's solution](#)

332.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[xianboyu's solution](#)

333.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[xianboyu's solution](#)

334.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-02-27 · last AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[xianboyu's solution](#)

335.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xianboyu's solution](#)

336.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[xianboyu's solution](#)

337.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[xianboyu's solution](#)

338.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-21 · last AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[xianboyu's solution](#)

339.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xianboyu's solution](#)

340.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees
[xianboyu's solution](#)

341.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
[xianboyu's solution](#)

342.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[xianboyu's solution](#)

343.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[xianboyu's solution](#)

344.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[xianboyu's solution](#)

345.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees
[xianboyu's solution](#)

346.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xianboyu's solution](#)

347.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xianboyu's solution](#)

348.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xianboyu's solution](#)

349.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[xianboyu's solution](#)

350.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[xianboyu's solution](#)

351.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[xianboyu's solution](#)

352.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[xianboyu's solution](#)

353.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[xianboyu's solution](#)

354.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[xianboyu's solution](#)

355.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[xianboyu's solution](#)

356.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[xianboyu's solution](#)

357.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xianboyu's solution](#)

358.

1252L

[Road Construction](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2300 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[xianboyu's solution](#)

359.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[xianboyu's solution](#)

360.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[xianboyu's solution](#)

361.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[xianboyu's solution](#)

362.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[xianboyu's solution](#)

363.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[xianboyu's solution](#)

364.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[xianboyu's solution](#)

365.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[xianboyu's solution](#)

366.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[xianboyu's solution](#)

367.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[xianboyu's solution](#)

368.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[xianboyu's solution](#)

369.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[xianboyu's solution](#)

370.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[xianboyu's solution](#)

371.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[xianboyu's solution](#)

372.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[xianboyu's solution](#)

373.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[xianboyu's solution](#)

374.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[xianboyu's solution](#)

375.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: flows

[xianboyu's solution](#)

376.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[xianboyu's solution](#)

377.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[xianboyu's solution](#)

378.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[xianboyu's solution](#)

379.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[xianboyu's solution](#)

380.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[xianboyu's solution](#)

381.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xianboyu's solution](#)

382.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[xianboyu's solution](#)

383.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[xianboyu's solution](#)

384.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[xianboyu's solution](#)

385.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[xianboyu's solution](#)

386.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[xianboyu's solution](#)

387.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[xianboyu's solution](#)

388.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[xianboyu's solution](#)

389.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[xianboyu's solution](#)

390.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[xianboyu's solution](#)

391.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[xianboyu's solution](#)

392.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[xianboyu's solution](#)

393.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[xianboyu's solution](#)

394.

1970G3

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

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees
[xianboyu's solution](#)

395.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[xianboyu's solution](#)

396.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[xianboyu's solution](#)

397.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[xianboyu's solution](#)

398.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[xianboyu's solution](#)

399.

1930E

[2..3..4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[xianboyu's solution](#)

400.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[xianboyu's solution](#)

401.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[xianboyu's solution](#)

402.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[xianboyu's solution](#)

403.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[xianboyu's solution](#)

404.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[xianboyu's solution](#)

405.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[xianboyu's solution](#)

406.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[xianboyu's solution](#)

407.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[xianboyu's solution](#)

408.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[xianboyu's solution](#)

409.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[xianboyu's solution](#)

410.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[xianboyu's solution](#)

411.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[xianboyu's solution](#)

412.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[xianboyu's solution](#)

413.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[xianboyu's solution](#)

414.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[xianboyu's solution](#)

415.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[xianboyu's solution](#)

416.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[xianboyu's solution](#)

417.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2023-01-23 · last AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, shortest paths

[xianboyu's solution](#)

418.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[xianboyu's solution](#)

419.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[xianboyu's solution](#)

420.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[xianboyu's solution](#)

421.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[xianboyu's solution](#)

422.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[xianboyu's solution](#)

423.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[xianboyu's solution](#)

424.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
[xianboyu's solution](#)

425.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory
[xianboyu's solution](#)

426.

1370F1

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

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[xianboyu's solution](#)

427.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings
[xianboyu's solution](#)

428.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
[xianboyu's solution](#)

429.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[xianboyu's solution](#)

430.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[xianboyu's solution](#)

431.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[xianboyu's solution](#)

432.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[xianboyu's solution](#)

433.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[xianboyu's solution](#)

434.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[xianboyu's solution](#)

435.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[xianboyu's solution](#)

436.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, matrices
[xianboyu's solution](#)

437.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[xianboyu's solution](#)

438.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[xianboyu's solution](#)

439.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp
[xianboyu's solution](#)

440.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp
[xianboyu's solution](#)

441.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[xianboyu's solution](#)

442.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[xianboyu's solution](#)

443.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[xianboyu's solution](#)

444.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[xianboyu's solution](#)

445.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[xianboyu's solution](#)

446.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[xianboyu's solution](#)

447.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[xianboyu's solution](#)

448.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[xianboyu's solution](#)

449.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[xianboyu's solution](#)

450.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[xianboyu's solution](#)

451.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[xianboyu's solution](#)

452.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[xianboyu's solution](#)

453.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[xianboyu's solution](#)

454.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[xianboyu's solution](#)

455.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[xianboyu's solution](#)

456.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[xianboyu's solution](#)

457.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[xianboyu's solution](#)

458.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[xianboyu's solution](#)

459.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[xianboyu's solution](#)

460.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[xianboyu's solution](#)

461.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[xianboyu's solution](#)

462.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, greedy, interactive

[xianboyu's solution](#)

463.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[xianboyu's solution](#)

464.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[xianboyu's solution](#)

465.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[xianboyu's solution](#)

466.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[xianboyu's solution](#)

467.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[xianboyu's solution](#)

468.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[xianboyu's solution](#)

469.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[xianboyu's solution](#)

470.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[xianboyu's solution](#)

471.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices
[xianboyu's solution](#)

472.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[xianboyu's solution](#)

473.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[xianboyu's solution](#)

474.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[xianboyu's solution](#)

475.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[xianboyu's solution](#)

476.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[xianboyu's solution](#)

477.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[xianboyu's solution](#)

478.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[xianboyu's solution](#)

479.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[xianboyu's solution](#)

480.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[xianboyu's solution](#)

481.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xianboyu's solution](#)

482.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[xianboyu's solution](#)

483.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[xianboyu's solution](#)

484.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[xianboyu's solution](#)

485.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[xianboyu's solution](#)

486.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices
[xianboyu's solution](#)

487.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[xianboyu's solution](#)

488.

1970D2

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

Quality: 310 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings
[xianboyu's solution](#)

489.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu
[xianboyu's solution](#)

490.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[xianboyu's solution](#)

491.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[xianboyu's solution](#)

492.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[xianboyu's solution](#)

493.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[xianboyu's solution](#)

494.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[xianboyu's solution](#)

495.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[xianboyu's solution](#)

496.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[xianboyu's solution](#)

497.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities
[xianboyu's solution](#)

498.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dp
[xianboyu's solution](#)

499.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[xianboyu's solution](#)

500.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[xianboyu's solution](#)

501.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[xianboyu's solution](#)

502.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[xianboyu's solution](#)

503.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, number theory

[xianboyu's solution](#)

504.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[xianboyu's solution](#)

505.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[xianboyu's solution](#)

506.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[xianboyu's solution](#)

507.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[xianboyu's solution](#)

508.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[xianboyu's solution](#)

509.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[xianboyu's solution](#)

510.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[xianboyu's solution](#)

511.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[xianboyu's solution](#)

512.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[xianboyu's solution](#)

513.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

constructive algorithms, implementation, interactive, sortings

[xianboyu's solution](#)

514.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[xianboyu's solution](#)

515.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[xianboyu's solution](#)

516.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[xianboyu's solution](#)

517.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[xianboyu's solution](#)

518.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, trees

[xianboyu's solution](#)

519.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[xianboyu's solution](#)

520.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[xianboyu's solution](#)

521.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[xianboyu's solution](#)

522.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[xianboyu's solution](#)

523.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, shortest paths

[xianboyu's solution](#)

524.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory
[xianboyu's solution](#)

525.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xianboyu's solution](#)

526.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities
[xianboyu's solution](#)

527.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2700 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[xianboyu's solution](#)

528.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
[xianboyu's solution](#)

529.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[xianboyu's solution](#)

530.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[xianboyu's solution](#)

531.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings
[xianboyu's solution](#)

532.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing
[xianboyu's solution](#)

533.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: dp
[xianboyu's solution](#)

534.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xianboyu's solution](#)

535.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[xianboyu's solution](#)

536.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[xianboyu's solution](#)

537.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[xianboyu's solution](#)

538.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[xianboyu's solution](#)

539.

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[xianboyu's solution](#)

540.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[xianboyu's solution](#)

541.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[xianboyu's solution](#)

542.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[xianboyu's solution](#)

543.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[xianboyu's solution](#)

544.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[xianboyu's solution](#)

545.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[xianboyu's solution](#)

546.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[xianboyu's solution](#)

547.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[xianboyu's solution](#)

548.

1270G

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

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[xianboyu's solution](#)

549.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[xianboyu's solution](#)

550.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[xianboyu's solution](#)

551.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[xianboyu's solution](#)

552.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[xianboyu's solution](#)

553.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[xianboyu's solution](#)

554.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, math

[xianboyu's solution](#)

555.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[xianboyu's solution](#)

556.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[xianboyu's solution](#)

557.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[xianboyu's solution](#)

558.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[xianboyu's solution](#)

559.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[xianboyu's solution](#)

560.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[xianboyu's solution](#)

561.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[xianboyu's solution](#)

562.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[xianboyu's solution](#)

563.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xianboyu's solution](#)

564.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy,

matrices

[xianboyu's solution](#)

565.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[xianboyu's solution](#)

566.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[xianboyu's solution](#)

567.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees

[xianboyu's solution](#)

568.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[xianboyu's solution](#)

569.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xianboyu's solution](#)

570.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[xianboyu's solution](#)

571.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[xianboyu's solution](#)

572.

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[xianboyu's solution](#)

573.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[xianboyu's solution](#)

574.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[xianboyu's solution](#)

575.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[xianboyu's solution](#)

576.

1379E

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

Quality: 473 global accepts · Rating: 2800 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[xianboyu's solution](#)

577.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[xianboyu's solution](#)

578.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[xianboyu's solution](#)

579.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[xianboyu's solution](#)

580.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[xianboyu's solution](#)

581.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[xianboyu's solution](#)

582.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[xianboyu's solution](#)

583.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[xianboyu's solution](#)

584.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[xianboyu's solution](#)

585.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[xianboyu's solution](#)

586.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[xianboyu's solution](#)

587.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[xianboyu's solution](#)

588.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[xianboyu's solution](#)

589.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[xianboyu's solution](#)

590.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[xianboyu's solution](#)

591.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[xianboyu's solution](#)

592.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[xianboyu's solution](#)

593.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[xianboyu's solution](#)

594.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[xianboyu's solution](#)

595.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[xianboyu's solution](#)

596.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[xianboyu's solution](#)

597.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[xianboyu's solution](#)

598.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[xianboyu's solution](#)

599.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[xianboyu's solution](#)

600.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xianboyu's solution](#)

601.

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[xianboyu's solution](#)

602.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[xianboyu's solution](#)

603.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[xianboyu's solution](#)

604.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-04-02 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[xianboyu's solution](#)

605.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[xianboyu's solution](#)

606.

1943E1

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

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[xianboyu's solution](#)

607.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings
[xianboyu's solution](#)

608.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[xianboyu's solution](#)

609.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities
[xianboyu's solution](#)

610.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[xianboyu's solution](#)

611.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks
[xianboyu's solution](#)

612.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[xianboyu's solution](#)

613.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy
[xianboyu's solution](#)

614.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities
[xianboyu's solution](#)

615.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, trees

[xianboyu's solution](#)

616.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[xianboyu's solution](#)

617.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[xianboyu's solution](#)

618.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[xianboyu's solution](#)

619.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[xianboyu's solution](#)

620.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[xianboyu's solution](#)

621.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[xianboyu's solution](#)

622.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[xianboyu's solution](#)

623.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[xianboyu's solution](#)

624.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xianboyu's solution](#)

625.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[xianboyu's solution](#)

626.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[xianboyu's solution](#)

627.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[xianboyu's solution](#)

628.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[xianboyu's solution](#)

629.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees
[xianboyu's solution](#)

630.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows
[xianboyu's solution](#)

631.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[xianboyu's solution](#)

632.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[xianboyu's solution](#)

633.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[xianboyu's solution](#)

634.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[xianboyu's solution](#)

635.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xianboyu's solution](#)

636.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[xianboyu's solution](#)

637.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees
[xianboyu's solution](#)

638.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
[xianboyu's solution](#)

639.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[xianboyu's solution](#)

640.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[xianboyu's solution](#)

641.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[xianboyu's solution](#)

642.

1854D

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

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees
[xianboyu's solution](#)

643.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[xianboyu's solution](#)

644.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[xianboyu's solution](#)

645.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
[xianboyu's solution](#)

646.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy
[xianboyu's solution](#)

647.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
[xianboyu's solution](#)

648.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[xianboyu's solution](#)

649.

1667E

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

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[xianboyu's solution](#)

650.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[xianboyu's solution](#)

651.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[xianboyu's solution](#)

652.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees
[xianboyu's solution](#)

653.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2023-04-13 · last AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees
[xianboyu's solution](#)

654.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[xianboyu's solution](#)

655.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths
[xianboyu's solution](#)

656.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[xianboyu's solution](#)

657.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[xianboyu's solution](#)

658.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2023-02-24 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[xianboyu's solution](#)

659.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[xianboyu's solution](#)

660.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[xianboyu's solution](#)

661.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[xianboyu's solution](#)

662.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[xianboyu's solution](#)

663.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[xianboyu's solution](#)

664.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[xianboyu's solution](#)

665.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[xianboyu's solution](#)

666.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[xianboyu's solution](#)

667.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[xianboyu's solution](#)

668.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[xianboyu's solution](#)

669.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[xianboyu's solution](#)

670.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[xianboyu's solution](#)

671.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[xianboyu's solution](#)

672.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[xianboyu's solution](#)

673.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[xianboyu's solution](#)

674.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[xianboyu's solution](#)

675.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[xianboyu's solution](#)

676.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[xianboyu's solution](#)

677.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[xianboyu's solution](#)

678.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[xianboyu's solution](#)

679.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[xianboyu's solution](#)

680.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[xianboyu's solution](#)

681.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[xianboyu's solution](#)

682.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[xianboyu's solution](#)

683.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[xianboyu's solution](#)

684.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[xianboyu's solution](#)

685.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

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686.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, trees

[xianboyu's solution](#)

687.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees
[xianboyu's solution](#)

688.

1439D

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

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft
[xianboyu's solution](#)

689.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees
[xianboyu's solution](#)

690.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[xianboyu's solution](#)

691.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2022-08-28 · last AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[xianboyu's solution](#)

692.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[xianboyu's solution](#)

693.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[xianboyu's solution](#)

694.

1967F

[Next and Prev](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[xianboyu's solution](#)

695.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees
[xianboyu's solution](#)

696.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[xianboyu's solution](#)

697.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, trees
[xianboyu's solution](#)

698.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[xianboyu's solution](#)

699.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees
[xianboyu's solution](#)

700.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
[xianboyu's solution](#)

701.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[xianboyu's solution](#)

702.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[xianboyu's solution](#)

703.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp
[xianboyu's solution](#)

704.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: fft, math
[xianboyu's solution](#)

705.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[xianboyu's solution](#)

706.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[xianboyu's solution](#)

707.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[xianboyu's solution](#)

708.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[xianboyu's solution](#)

709.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[xianboyu's solution](#)

710.

1782H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[xianboyu's solution](#)

711.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[xianboyu's solution](#)

712.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[xianboyu's solution](#)

713.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xianboyu's solution](#)

714.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[xianboyu's solution](#)

715.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs

[xianboyu's solution](#)

716.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[xianboyu's solution](#)

717.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[xianboyu's solution](#)

718.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities

[xianboyu's solution](#)

719.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[xianboyu's solution](#)

720.

1943E2

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

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[xianboyu's solution](#)

721.

865G

[Flowers and Chocolate](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[xianboyu's solution](#)

722.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[xianboyu's solution](#)

723.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[xianboyu's solution](#)

724.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xianboyu's solution](#)

725.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[xianboyu's solution](#)

726.

1188E

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

Quality: 288 global accepts · Rating: 3300 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[xianboyu's solution](#)

727.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[xianboyu's solution](#)

728.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[xianboyu's solution](#)

729.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[xianboyu's solution](#)

730.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math
[xianboyu's solution](#)

731.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees
[xianboyu's solution](#)

732.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers
[xianboyu's solution](#)

733.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[xianboyu's solution](#)

734.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[xianboyu's solution](#)

735.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[xianboyu's solution](#)

736.

1515I

[Phoenix and Diamonds](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings
[xianboyu's solution](#)

737.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: fft, graphs, trees
[xianboyu's solution](#)

738.

1548E

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

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

graphs, greedy, math

[xianboyu's solution](#)

739.

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[xianboyu's solution](#)

740.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[xianboyu's solution](#)

741.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, two pointers

[xianboyu's solution](#)

742.

1693E

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

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[xianboyu's solution](#)

743.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2022-12-04 · last AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[xianboyu's solution](#)

744.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[xianboyu's solution](#)

745.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xianboyu's solution](#)

746.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[xianboyu's solution](#)

747.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3500 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[xianboyu's solution](#)

748.

1305G

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

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[xianboyu's solution](#)

749.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[xianboyu's solution](#)

750.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: games, interactive

[xianboyu's solution](#)

751.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3500 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[xianboyu's solution](#)

752.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[xianboyu's solution](#)

753.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[xianboyu's solution](#)

754.

1782H2

[Window Signals \(hard version\)](#) · [Tutorial](#)

Rating: 3500 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xianboyu's solution](#)

755.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[xianboyu's solution](#)

756.

1158F

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

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[xianboyu's solution](#)

757.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2022-12-09 · last AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[xianboyu's solution](#)

758.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[xianboyu's solution](#)

759.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[xianboyu's solution](#)

760.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[xianboyu's solution](#)

761.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, two pointers

[xianboyu's solution](#)

762.

104491H

[Triangular Cactus Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[xianboyu's solution](#)

763.

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[xianboyu's solution](#)

764.

104491C

[Network Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[xianboyu's solution](#)

765.

104491B

[Standard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[xianboyu's solution](#)

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