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Unique solved — xiaoxiaobaozi

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

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Count: 761

- 1.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,737 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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- 2.**
2218C
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- 3.**
2218B
[The 67th 6-7 Integer Problem](#) · [Tutorial](#)
Quality: 33,628 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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- 4.**
2218A
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2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,214 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
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- 6.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,055 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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- 7.**
2209A
[Flip Flops](#) · [Tutorial](#)
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[xiaoxiaobaozi's solution](#)
- 8.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,531 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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- 9.**
2204A
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10.

2208A

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11.

2207A

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12.

2200B

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13.

2200A

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14.

2205B

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15.

2205A

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16.

2203A

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17.

2194A

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18.

2124A

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19.

2104A

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20.

2106A

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21.

2103A

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22.

2094B

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Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

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23.

2094A

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Quality: 56,274 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

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24.

2093A

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Quality: 40,836 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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25.

2092A

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26.

2091A

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27.

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28.

2075A

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29.

2074B

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30.

2074A

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31.

2071A

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32.

2070A

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33.

2065B

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34.

2065A

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35.

2057A

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36.

2061A

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37.

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[Fibonacciness](#) · [Tutorial](#)

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38.

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39.

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40.

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41.

2048A

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42.

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2042A

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44.

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45.

2039A

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2037B

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48.

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49.

2029A

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Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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50.

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51.

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52.

2027A

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53.

2024A

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54.

2030B

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55.

2030A

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56.

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57.

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58.

1804A

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59.

1796A

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60.

1799A

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61.

1789B

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62.

1789A

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63.

1706A

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64.

1705A

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65.

1699A

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Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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66.

1690C

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67.

1690B

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Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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68.

1690A

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Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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69.

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70.

1616A

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Quality: 23,828 global accepts · Rating: 800 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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71.

1612A

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72.

1605A

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1592A
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1579A
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1574A
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1566B
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1566A
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1569A
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1567A
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1556A
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1562A
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1551A
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84.

1517A

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85.

1472B

[Fair Division](#) · [Tutorial](#)

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86.

1472A

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87.

1426A

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Quality: 54,954 global accepts · Rating: 800 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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88.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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89.

835A

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Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math
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90.

831B

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91.

811A

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92.

782A

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93.

764A

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94.

758A

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Quality: 75,300 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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95.

750A

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96.

669A

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97.

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Rating: 800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xiaoxiaobaozi's solution](#)

98.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: brute force, math

[xiaoxiaobaozi's solution](#)

99.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, math

[xiaoxiaobaozi's solution](#)

100.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-11-17 · GNU C++ (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

101.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,930 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[xiaoxiaobaozi's solution](#)

102.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,499 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++ (first AC) · Tags: implementation, strings

[xiaoxiaobaozi's solution](#)

103.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[xiaoxiaobaozi's solution](#)

104.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,564 global accepts · Rating: 800 · first AC: 2016-11-14 · GNU C++ (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

105.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-11-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[xiaoxiaobaozi's solution](#)

106.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[xiaoxiaobaozi's solution](#)

107.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,577 global accepts · Rating: 800 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

108.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,063 global accepts · Rating: 800 · first AC: 2016-11-07 · GNU C++ (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

109.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-11-04 · GNU C++ (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

110.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-11-04 · GNU C++ (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

111.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,202 global accepts · Rating: 800 · first AC: 2016-11-04 · GNU C++ (first AC) · Tags: implementation, strings

[xiaoxiaobaozi's solution](#)

112.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,828 global accepts · Rating: 800 · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[xiaoxiaobaozi's solution](#)

113.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,705 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: implementation, math, sortings

[xiaoxiaobaozi's solution](#)

114.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,786 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

115.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,525 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[xiaoxiaobaozi's solution](#)

116.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,365 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[xiaoxiaobaozi's solution](#)

117.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,699 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[xiaoxiaobaozi's solution](#)

118.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[xiaoxiaobaozi's solution](#)

119.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,486 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[xiaoxiaobaozi's solution](#)

120.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[xiaoxiaobaozi's solution](#)

121.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[xiaoxiaobaozi's solution](#)

122.

2060C

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

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[xiaoxiaobaozi's solution](#)

123.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[xiaoxiaobaozi's solution](#)

124.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[xiaoxiaobaozi's solution](#)

125.

2031B

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

Quality: 20,782 global accepts · Rating: 900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[xiaoxiaobaozi's solution](#)

126.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[xiaoxiaobaozi's solution](#)

127.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[xiaoxiaobaozi's solution](#)

128.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[xiaoxiaobaozi's solution](#)

129.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[xiaoxiaobaozi's solution](#)

130.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[xiaoxiaobaozi's solution](#)

131.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[xiaoxiaobaozi's solution](#)

132.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[xiaoxiaobaozi's solution](#)

133.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

134.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xiaoxiaobaozi's solution](#)

135.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[xiaoxiaobaozi's solution](#)

136.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,247 global accepts · Rating: 900 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[xiaoxiaobaozi's solution](#)

137.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,201 global accepts · Rating: 900 · first AC: 2017-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[xiaoxiaobaozi's solution](#)

138.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xiaoxiaobaozi's solution](#)

139.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[xiaoxiaobaozi's solution](#)

140.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2017-02-01 · last AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xiaoxiaobaozi's solution](#)

141.

611A

[New Year and Days](#) · [Tutorial](#)

Quality: 12,180 global accepts · Rating: 900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xiaoxiaobaozi's solution](#)

142.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: implementation, strings
[xiaoxiaobaozi's solution](#)

143.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, strings
[xiaoxiaobaozi's solution](#)

144.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: brute force, implementation
[xiaoxiaobaozi's solution](#)

145.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-11-22 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math
[xiaoxiaobaozi's solution](#)

146.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-11-12 · GNU C++ (first AC) · Tags: implementation, math
[xiaoxiaobaozi's solution](#)

147.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,034 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[xiaoxiaobaozi's solution](#)

148.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[xiaoxiaobaozi's solution](#)

149.

2203B

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

Quality: 14,283 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[xiaoxiaobaozi's solution](#)

150.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,416 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[xiaoxiaobaozi's solution](#)

151.

2104B

[Move to the End](#) · [Tutorial](#)

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

152.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[xiaoxiaobaozi's solution](#)

153.

2093C

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

Quality: 30,842 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[xiaoxiaobaozi's solution](#)

154.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,814 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[xiaoxiaobaozi's solution](#)

155.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,831 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[xiaoxiaobaozi's solution](#)

156.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[xiaoxiaobaozi's solution](#)

157.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,588 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[xiaoxiaobaozi's solution](#)

158.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[xiaoxiaobaozi's solution](#)

159.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[xiaoxiaobaozi's solution](#)

160.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[xiaoxiaobaozi's solution](#)

161.

2037C

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

Quality: 25,528 global accepts · Rating: 1000 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[xiaoxiaobaozi's solution](#)

162.

1859B

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

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[xiaoxiaobaozi's solution](#)

163.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[xiaoxiaobaozi's solution](#)

164.

1796B

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

Quality: 18,313 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[xiaoxiaobaozi's solution](#)

165.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[xiaoxiaobaozi's solution](#)

166.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[xiaoxiaobaozi's solution](#)

167.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[xiaoxiaobaozi's solution](#)

168.

1690D

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

Quality: 47,019 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[xiaoxiaobaozi's solution](#)

169.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[xiaoxiaobaozi's solution](#)

170.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[xiaoxiaobaozi's solution](#)

171.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[xiaoxiaobaozi's solution](#)

172.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[xiaoxiaobaozi's solution](#)

173.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[xiaoxiaobaozi's solution](#)

174.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[xiaoxiaobaozi's solution](#)

175.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,026 global accepts · Rating: 1000 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xiaoxiaobaozi's solution](#)

176.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[xiaoxiaobaozi's solution](#)

177.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,136 global accepts · Rating: 1000 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[xiaoxiaobaozi's solution](#)

178.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,923 global accepts · Rating: 1000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[xiaoxiaobaozi's solution](#)

179.

669B

[Little Artem and Grasshopper](#) · [Tutorial](#)

Rating: 1000 · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: —
[xiaoxiaobaozi's solution](#)

180.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,977 global accepts · Rating: 1000 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: implementation, math, number theory
[xiaoxiaobaozi's solution](#)

181.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: implementation, math
[xiaoxiaobaozi's solution](#)

182.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xiaoxiaobaozi's solution](#)

183.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-11-17 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings
[xiaoxiaobaozi's solution](#)

184.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,241 global accepts · Rating: 1000 · first AC: 2016-11-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[xiaoxiaobaozi's solution](#)

185.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,832 global accepts · Rating: 1000 · first AC: 2016-11-11 · GNU C++ (first AC) · Tags: implementation
[xiaoxiaobaozi's solution](#)

186.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: dp, greedy
[xiaoxiaobaozi's solution](#)

187.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: implementation
[xiaoxiaobaozi's solution](#)

188.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,391 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[xiaoxiaobaozi's solution](#)

189.

2211B

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

Quality: 11,612 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[xiaoxiaobaozi's solution](#)

190.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[xiaoxiaobaozi's solution](#)

191.

2104C

[Card Game](#) · [Tutorial](#)

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

[xiaoxiaobaozi's solution](#)

192.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[xiaoxiaobaozi's solution](#)

193.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,858 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[xiaoxiaobaozi's solution](#)

194.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[xiaoxiaobaozi's solution](#)

195.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[xiaoxiaobaozi's solution](#)

196.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[xiaoxiaobaozi's solution](#)

197.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[xiaoxiaobaozi's solution](#)

198.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[xiaoxiaobaozi's solution](#)

199.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,196 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[xiaoxiaobaozi's solution](#)

200.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[xiaoxiaobaozi's solution](#)

201.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[xiaoxiaobaozi's solution](#)

202.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xiaoxiaobaozi's solution](#)

203.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[xiaoxiaobaozi's solution](#)

204.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,041 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings

[xiaoxiaobaozi's solution](#)

205.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[xiaoxiaobaozi's solution](#)

206.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[xiaoxiaobaozi's solution](#)

207.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[xiaoxiaobaozi's solution](#)

208.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[xiaoxiaobaozi's solution](#)

209.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[xiaoxiaobaozi's solution](#)

210.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[xiaoxiaobaozi's solution](#)

211.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,340 global accepts · Rating: 1100 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs
[xiaoxiaobaozi's solution](#)

212.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,550 global accepts · Rating: 1100 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xiaoxiaobaozi's solution](#)

213.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xiaoxiaobaozi's solution](#)

214.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[xiaoxiaobaozi's solution](#)

215.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[xiaoxiaobaozi's solution](#)

216.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[xiaoxiaobaozi's solution](#)

217.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[xiaoxiaobaozi's solution](#)

218.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[xiaoxiaobaozi's solution](#)

219.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math
[xiaoxiaobaozi's solution](#)

220.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-11-24 · GNU C++ (first AC) · Tags: constructive algorithms, geometry
[xiaoxiaobaozi's solution](#)

221.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-11-24 · GNU C++ (first AC) · Tags: geometry, math
[xiaoxiaobaozi's solution](#)

222.

675A

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

Quality: 15,574 global accepts · Rating: 1100 · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: math
[xiaoxiaobaozi's solution](#)

223.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2016-11-07 · GNU C++ (first AC) · Tags: games, math
[xiaoxiaobaozi's solution](#)

224.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,144 global accepts · Rating: 1100 · first AC: 2016-11-05 · GNU C++ (first AC) · Tags: implementation, math
[xiaoxiaobaozi's solution](#)

225.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-11-04 · GNU C++ (first AC) · Tags: implementation, math, sortings, strings
[xiaoxiaobaozi's solution](#)

226.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[xiaoxiaobaozi's solution](#)

227.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: math
[xiaoxiaobaozi's solution](#)

228.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings
[xiaoxiaobaozi's solution](#)

229.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,391 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation
[xiaoxiaobaozi's solution](#)

230.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,048 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force
[xiaoxiaobaozi's solution](#)

231.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,783 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[xiaoxiaobaozi's solution](#)

232.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · last AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[xiaoxiaobaozi's solution](#)

233.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,564 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[xiaoxiaobaozi's solution](#)

234.

2092C

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

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[xiaoxiaobaozi's solution](#)

235.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[xiaoxiaobaozi's solution](#)

236.

2085B

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

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[xiaoxiaobaozi's solution](#)

237.

2065D

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

Quality: 20,628 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[xiaoxiaobaozi's solution](#)

238.

2056C

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

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

[xiaoxiaobaozi's solution](#)

239.

2053B

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

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

[xiaoxiaobaozi's solution](#)

240.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[xiaoxiaobaozi's solution](#)

241.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[xiaoxiaobaozi's solution](#)

242.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[xiaoxiaobaozi's solution](#)

243.

1859C

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

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[xiaoxiaobaozi's solution](#)

244.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[xiaoxiaobaozi's solution](#)

245.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[xiaoxiaobaozi's solution](#)

246.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[xiaoxiaobaozi's solution](#)

247.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[xiaoxiaobaozi's solution](#)

248.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

249.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[xiaoxiaobaozi's solution](#)

250.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[xiaoxiaobaozi's solution](#)

251.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[xiaoxiaobaozi's solution](#)

252.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[xiaoxiaobaozi's solution](#)

253.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,309 global accepts · Rating: 1200 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xiaoxiaobaozi's solution](#)

254.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[xiaoxiaobaozi's solution](#)

255.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[xiaoxiaobaozi's solution](#)

256.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[xiaoxiaobaozi's solution](#)

257.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: greedy, sortings

[xiaoxiaobaozi's solution](#)

258.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: greedy, implementation

[xiaoxiaobaozi's solution](#)

259.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-11-10 · GNU C++ (first AC) · Tags: data structures, math

[xiaoxiaobaozi's solution](#)

260.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-11-05 · GNU C++ (first AC) · Tags: implementation, sortings

[xiaoxiaobaozi's solution](#)

261.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1200 · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[xiaoxiaobaozi's solution](#)

262.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,416 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[xiaoxiaobaozi's solution](#)

263.

2211C1

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

Quality: 9,099 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[xiaoxiaobaozi's solution](#)

264.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,081 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[xiaoxiaobaozi's solution](#)

265.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[xiaoxiaobaozi's solution](#)

266.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[xiaoxiaobaozi's solution](#)

267.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[xiaoxiaobaozi's solution](#)

268.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[xiaoxiaobaozi's solution](#)

269.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[xiaoxiaobaozi's solution](#)

270.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[xiaoxiaobaozi's solution](#)

271.

2056B

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

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

[xiaoxiaobaozi's solution](#)

272.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[xiaoxiaobaozi's solution](#)

273.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,745 global accepts · Rating: 1300 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[xiaoxiaobaozi's solution](#)

274.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[xiaoxiaobaozi's solution](#)

275.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[xiaoxiaobaozi's solution](#)

276.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[xiaoxiaobaozi's solution](#)

277.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,803 global accepts · Rating: 1300 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[xiaoxiaobaozi's solution](#)

278.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[xiaoxiaobaozi's solution](#)

279.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[xiaoxiaobaozi's solution](#)

280.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

281.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[xiaoxiaobaozi's solution](#)

282.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[xiaoxiaobaozi's solution](#)

283.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[xiaoxiaobaozi's solution](#)

284.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[xiaoxiaobaozi's solution](#)

285.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation
[xiaoxiaobaozi's solution](#)

286.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[xiaoxiaobaozi's solution](#)

287.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: implementation
[xiaoxiaobaozi's solution](#)

288.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[xiaoxiaobaozi's solution](#)

289.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: constructive algorithms, sortings
[xiaoxiaobaozi's solution](#)

290.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[xiaoxiaobaozi's solution](#)

291.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-11-04 · GNU C++ (first AC) · Tags: greedy, two pointers
[xiaoxiaobaozi's solution](#)

292.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: graphs
[xiaoxiaobaozi's solution](#)

293.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[xiaoxiaobaozi's solution](#)

294.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[xiaoxiaobaozi's solution](#)

295.

2104D

[Array and GCD](#) · [Tutorial](#)

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

[xiaoxiaobaozi's solution](#)

296.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[xiaoxiaobaozi's solution](#)

297.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[xiaoxiaobaozi's solution](#)

298.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[xiaoxiaobaozi's solution](#)

299.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[xiaoxiaobaozi's solution](#)

300.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[xiaoxiaobaozi's solution](#)

301.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[xiaoxiaobaozi's solution](#)

302.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math,

sortings, two pointers

[xiaoxiaobaozi's solution](#)

303.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[xiaoxiaobaozi's solution](#)

304.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[xiaoxiaobaozi's solution](#)

305.

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[xiaoxiaobaozi's solution](#)

306.

1705C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xiaoxiaobaozi's solution](#)

307.

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[xiaoxiaobaozi's solution](#)

308.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[xiaoxiaobaozi's solution](#)

309.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[xiaoxiaobaozi's solution](#)

310.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[xiaoxiaobaozi's solution](#)

311.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[xiaoxiaobaozi's solution](#)

312.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[xiaoxiaobaozi's solution](#)

313.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[xiaoxiaobaozi's solution](#)

314.

752C

[Santa Claus and Robot](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[xiaoxiaobaozi's solution](#)

315.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[xiaoxiaobaozi's solution](#)

316.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: data structures, geometry, implementation, sortings

[xiaoxiaobaozi's solution](#)

317.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[xiaoxiaobaozi's solution](#)

318.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[xiaoxiaobaozi's solution](#)

319.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-11-14 · GNU C++ (first AC) · Tags: implementation, math

[xiaoxiaobaozi's solution](#)

320.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-11-13 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math, number theory

[xiaoxiaobaozi's solution](#)

321.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-11-13 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[xiaoxiaobaozi's solution](#)

322.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-11-12 · GNU C++ (first AC) · Tags: brute force, implementation, math, strings

[xiaoxiaobaozi's solution](#)

323.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-11-11 · GNU C++ (first AC) · Tags: brute force, dp

[xiaoxiaobaozi's solution](#)

324.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-11-11 · GNU C++ (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

325.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,056 global accepts · Rating: 1400 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: implementation, math

[xiaoxiaobaozi's solution](#)

326.

714C

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

Rating: 1400 · first AC: 2016-11-05 · last AC: 2016-11-05 · GNU C++ (first AC) · Tags: data structures, implementation

[xiaoxiaobaozi's solution](#)

327.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: greedy

[xiaoxiaobaozi's solution](#)

328.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[xiaoxiaobaozi's solution](#)

329.

2205C

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

Quality: 7,726 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[xiaoxiaobaozi's solution](#)

330.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,022 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[xiaoxiaobaozi's solution](#)

331.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[xiaoxiaobaozi's solution](#)

332.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,440 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[xiaoxiaobaozi's solution](#)

333.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[xiaoxiaobaozi's solution](#)

334.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[xiaoxiaobaozi's solution](#)

335.

2070C

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

Quality: 13,824 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[xiaoxiaobaozi's solution](#)

336.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[xiaoxiaobaozi's solution](#)

337.

2060E

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

Quality: 12,249 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[xiaoxiaobaozi's solution](#)

338.

2053C

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

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

[xiaoxiaobaozi's solution](#)

339.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,627 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[xiaoxiaobaozi's solution](#)

340.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[xiaoxiaobaozi's solution](#)

341.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[xiaoxiaobaozi's solution](#)

342.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[xiaoxiaobaozi's solution](#)

343.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[xiaoxiaobaozi's solution](#)

344.

1690E

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

Quality: 16,987 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[xiaoxiaobaozi's solution](#)

345.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[xiaoxiaobaozi's solution](#)

346.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation
[xiaoxiaobaozi's solution](#)

347.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[xiaoxiaobaozi's solution](#)

348.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[xiaoxiaobaozi's solution](#)

349.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[xiaoxiaobaozi's solution](#)

350.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings
[xiaoxiaobaozi's solution](#)

351.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[xiaoxiaobaozi's solution](#)

352.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[xiaoxiaobaozi's solution](#)

353.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[xiaoxiaobaozi's solution](#)

354.

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[xiaoxiaobaozi's solution](#)

355.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,498 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[xiaoxiaobaozi's solution](#)

356.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xiaoxiaobaozi's solution](#)

357.

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[xiaoxiaobaozi's solution](#)

358.

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2016-10-04 · last AC: 2016-12-30 · GNU C++ (first AC) · Tags: dp, implementation
[xiaoxiaobaozi's solution](#)

359.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[xiaoxiaobaozi's solution](#)

360.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[xiaoxiaobaozi's solution](#)

361.

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory
[xiaoxiaobaozi's solution](#)

362.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-06 · last AC: 2016-12-07 · GNU C++ (first AC) · Tags: brute force, math, number theory
[xiaoxiaobaozi's solution](#)

363.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: —

[xiaoxiaobaozi's solution](#)

364.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: geometry, implementation, math

[xiaoxiaobaozi's solution](#)

365.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1500 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[xiaoxiaobaozi's solution](#)

366.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 1500 · first AC: 2016-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers

[xiaoxiaobaozi's solution](#)

367.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xiaoxiaobaozi's solution](#)

368.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-11-14 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[xiaoxiaobaozi's solution](#)

369.

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-11-12 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, trees

[xiaoxiaobaozi's solution](#)

370.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2016-11-10 · GNU C++ (first AC) · Tags: binary search, strings, two pointers

[xiaoxiaobaozi's solution](#)

371.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[xiaoxiaobaozi's solution](#)

372.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[xiaoxiaobaozi's solution](#)

373.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[xiaoxiaobaozi's solution](#)

374.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,851 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
[xiaoxiaobaozi's solution](#)

375.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings
[xiaoxiaobaozi's solution](#)

376.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[xiaoxiaobaozi's solution](#)

377.

2085C

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

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[xiaoxiaobaozi's solution](#)

378.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities
[xiaoxiaobaozi's solution](#)

379.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[xiaoxiaobaozi's solution](#)

380.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
[xiaoxiaobaozi's solution](#)

381.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[xiaoxiaobaozi's solution](#)

382.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[xiaoxiaobaozi's solution](#)

383.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[xiaoxiaobaozi's solution](#)

384.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[xiaoxiaobaozi's solution](#)

385.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[xiaoxiaobaozi's solution](#)

386.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[xiaoxiaobaozi's solution](#)

387.

2037E

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

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[xiaoxiaobaozi's solution](#)

388.

2028C

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

Quality: 9,978 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[xiaoxiaobaozi's solution](#)

389.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[xiaoxiaobaozi's solution](#)

390.

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[xiaoxiaobaozi's solution](#)

391.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[xiaoxiaobaozi's solution](#)

392.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[xiaoxiaobaozi's solution](#)

393.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[xiaoxiaobaozi's solution](#)

394.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[xiaoxiaobaozi's solution](#)

395.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[xiaoxiaobaozi's solution](#)

396.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[xiaoxiaobaozi's solution](#)

397.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[xiaoxiaobaozi's solution](#)

398.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[xiaoxiaobaozi's solution](#)

399.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,385 global accepts · Rating: 1600 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[xiaoxiaobaozi's solution](#)

400.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers
[xiaoxiaobaozi's solution](#)

401.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[xiaoxiaobaozi's solution](#)

402.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search
[xiaoxiaobaozi's solution](#)

403.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[xiaoxiaobaozi's solution](#)

404.

764C

[Timofey and a tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[xiaoxiaobaozi's solution](#)

405.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,872 global accepts · Rating: 1600 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[xiaoxiaobaozi's solution](#)

406.

603A

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

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[xiaoxiaobaozi's solution](#)

407.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xiaoxiaobaozi's solution](#)

408.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[xiaoxiaobaozi's solution](#)

409.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[xiaoxiaobaozi's solution](#)

410.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: dfs and similar, math

[xiaoxiaobaozi's solution](#)

411.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[xiaoxiaobaozi's solution](#)

412.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,496 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: binary search, brute force

[xiaoxiaobaozi's solution](#)

413.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-11-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[xiaoxiaobaozi's solution](#)

414.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-07 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[xiaoxiaobaozi's solution](#)

415.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-04 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory

[xiaoxiaobaozi's solution](#)

416.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2016-11-04 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[xiaoxiaobaozi's solution](#)

417.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: data structures, hashing

[xiaoxiaobaozi's solution](#)

418.

682C

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

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-10-02 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[xiaoxiaobaozi's solution](#)

419.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2016-09-26 · GNU C++ (first AC) · Tags: dp, strings

[xiaoxiaobaozi's solution](#)

420.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[xiaoxiaobaozi's solution](#)

421.

2203D

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

Quality: 5,429 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[xiaoxiaobaozi's solution](#)

422.

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[xiaoxiaobaozi's solution](#)

423.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[xiaoxiaobaozi's solution](#)

424.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · last AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[xiaoxiaobaozi's solution](#)

425.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dp, greedy, sortings, trees

[xiaoxiaobaozi's solution](#)

426.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[xiaoxiaobaozi's solution](#)

427.

2065F

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

Quality: 7,092 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[xiaoxiaobaozi's solution](#)

428.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[xiaoxiaobaozi's solution](#)

429.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[xiaoxiaobaozi's solution](#)

430.

2031D

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

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[xiaoxiaobaozi's solution](#)

431.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[xiaoxiaobaozi's solution](#)

432.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[xiaoxiaobaozi's solution](#)

433.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[xiaoxiaobaozi's solution](#)

434.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[xiaoxiaobaozi's solution](#)

435.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[xiaoxiaobaozi's solution](#)

436.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[xiaoxiaobaozi's solution](#)

437.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[xiaoxiaobaozi's solution](#)

438.

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[xiaoxiaobaozi's solution](#)

439.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings
[xiaoxiaobaozi's solution](#)

440.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[xiaoxiaobaozi's solution](#)

441.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[xiaoxiaobaozi's solution](#)

442.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[xiaoxiaobaozi's solution](#)

443.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[xiaoxiaobaozi's solution](#)

444.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[xiaoxiaobaozi's solution](#)

445.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[xiaoxiaobaozi's solution](#)

446.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[xiaoxiaobaozi's solution](#)

447.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[xiaoxiaobaozi's solution](#)

448.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[xiaoxiaobaozi's solution](#)

449.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[xiaoxiaobaozi's solution](#)

450.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings
[xiaoxiaobaozi's solution](#)

451.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[xiaoxiaobaozi's solution](#)

452.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings
[xiaoxiaobaozi's solution](#)

453.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xiaoxiaobaozi's solution](#)

454.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs
[xiaoxiaobaozi's solution](#)

455.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: dfs and similar, expression parsing,

implementation, strings

[xiaoxiaobaozi's solution](#)

456.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: implementation, math

[xiaoxiaobaozi's solution](#)

457.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: data structures, sortings

[xiaoxiaobaozi's solution](#)

458.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[xiaoxiaobaozi's solution](#)

459.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · GNU C++ (first AC) · Tags: implementation

[xiaoxiaobaozi's solution](#)

460.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-11-13 · GNU C++ (first AC) · Tags: binary search, combinatorics, math

[xiaoxiaobaozi's solution](#)

461.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-12 · GNU C++ (first AC) · Tags: —

[xiaoxiaobaozi's solution](#)

462.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-11 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[xiaoxiaobaozi's solution](#)

463.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[xiaoxiaobaozi's solution](#)

464.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2016-10-09 · GNU C++ (first AC) · Tags: math, number theory

[xiaoxiaobaozi's solution](#)

465.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-09-25 · GNU C++ (first AC) · Tags: dp

[xiaoxiaobaozi's solution](#)

466.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,605 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[xiaoxiaobaozi's solution](#)

467.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[xiaoxiaobaozi's solution](#)

468.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[xiaoxiaobaozi's solution](#)

469.

2208D1

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

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[xiaoxiaobaozi's solution](#)

470.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[xiaoxiaobaozi's solution](#)

471.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[xiaoxiaobaozi's solution](#)

472.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[xiaoxiaobaozi's solution](#)

473.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[xiaoxiaobaozi's solution](#)

474.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[xiaoxiaobaozi's solution](#)

475.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[xiaoxiaobaozi's solution](#)

476.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[xiaoxiaobaozi's solution](#)

477.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[xiaoxiaobaozi's solution](#)

478.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[xiaoxiaobaozi's solution](#)

479.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[xiaoxiaobaozi's solution](#)

480.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[xiaoxiaobaozi's solution](#)

481.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[xiaoxiaobaozi's solution](#)

482.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[xiaoxiaobaozi's solution](#)

483.

1575D

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

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[xiaoxiaobaozi's solution](#)

484.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[xiaoxiaobaozi's solution](#)

485.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[xiaoxiaobaozi's solution](#)

486.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xiaoxiaobaozi's solution](#)

487.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[xiaoxiaobaozi's solution](#)

488.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[xiaoxiaobaozi's solution](#)

489.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[xiaoxiaobaozi's solution](#)

490.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[xiaoxiaobaozi's solution](#)

491.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[xiaoxiaobaozi's solution](#)

492.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy

[xiaoxiaobaozi's solution](#)

493.

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[xiaoxiaobaozi's solution](#)

494.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[xiaoxiaobaozi's solution](#)

495.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xiaoxiaobaozi's solution](#)

496.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[xiaoxiaobaozi's solution](#)

497.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-12-19 · last AC: 2016-12-19 · GNU C++ (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[xiaoxiaobaozi's solution](#)

498.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[xiaoxiaobaozi's solution](#)

499.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2016-12-13 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[xiaoxiaobaozi's solution](#)

500.

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-11-24 · GNU C++ (first AC) · Tags: dp, strings

[xiaoxiaobaozi's solution](#)

501.

672C

[Recycling Bottles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-11-17 · GNU C++ (first AC) · Tags: brute force, geometry, greedy, implementation

[xiaoxiaobaozi's solution](#)

502.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: data structures, trees

[xiaoxiaobaozi's solution](#)

503.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-11-04 · GNU C++ (first AC) · Tags: dp, graphs

[xiaoxiaobaozi's solution](#)

504.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[xiaoxiaobaozi's solution](#)

505.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,330 global accepts · Rating: 1900 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[xiaoxiaobaozi's solution](#)

506.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[xiaoxiaobaozi's solution](#)

507.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,421 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[xiaoxiaobaozi's solution](#)

508.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[xiaoxiaobaozi's solution](#)

509.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[xiaoxiaobaozi's solution](#)

510.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[xiaoxiaobaozi's solution](#)

511.

2053E

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

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[xiaoxiaobaozi's solution](#)

512.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[xiaoxiaobaozi's solution](#)

513.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[xiaoxiaobaozi's solution](#)

514.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[xiaoxiaobaozi's solution](#)

515.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[xiaoxiaobaozi's solution](#)

516.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[xiaoxiaobaozi's solution](#)

517.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[xiaoxiaobaozi's solution](#)

518.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[xiaoxiaobaozi's solution](#)

519.

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

[xiaoxiaobaozi's solution](#)

520.

1799D1

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

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xiaoxiaobaozi's solution](#)

521.

1785B

[Letter Exchange](#) · [Tutorial](#)

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

[xiaoxiaobaozi's solution](#)

522.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[xiaoxiaobaozi's solution](#)

523.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[xiaoxiaobaozi's solution](#)

524.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[xiaoxiaobaozi's solution](#)

525.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[xiaoxiaobaozi's solution](#)

526.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[xiaoxiaobaozi's solution](#)

527.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings
[xiaoxiaobaozi's solution](#)

528.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
[xiaoxiaobaozi's solution](#)

529.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers
[xiaoxiaobaozi's solution](#)

530.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search
[xiaoxiaobaozi's solution](#)

531.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: binary search, brute force, dp, two pointers
[xiaoxiaobaozi's solution](#)

532.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers
[xiaoxiaobaozi's solution](#)

533.

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-10 · GNU C++ (first AC) · Tags: binary search, math
[xiaoxiaobaozi's solution](#)

534.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: data structures, dp
[xiaoxiaobaozi's solution](#)

535.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 2000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[xiaoxiaobaozi's solution](#)

536.

2196C2

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

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[xiaoxiaobaozi's solution](#)

537.

2194E

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

Quality: 2,613 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[xiaoxiaobaozi's solution](#)

538.

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[xiaoxiaobaozi's solution](#)

539.

2085D

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

Quality: 5,307 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[xiaoxiaobaozi's solution](#)

540.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[xiaoxiaobaozi's solution](#)

541.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[xiaoxiaobaozi's solution](#)

542.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[xiaoxiaobaozi's solution](#)

543.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[xiaoxiaobaozi's solution](#)

544.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[xiaoxiaobaozi's solution](#)

545.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[xiaoxiaobaozi's solution](#)

546.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[xiaoxiaobaozi's solution](#)

547.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[xiaoxiaobaozi's solution](#)

548.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[xiaoxiaobaozi's solution](#)

549.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[xiaoxiaobaozi's solution](#)

550.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[xiaoxiaobaozi's solution](#)

551.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[xiaoxiaobaozi's solution](#)

552.

1588B

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

Rating: 2000 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[xiaoxiaobaozi's solution](#)

553.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[xiaoxiaobaozi's solution](#)

554.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[xiaoxiaobaozi's solution](#)

555.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[xiaoxiaobaozi's solution](#)

556.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xiaoxiaobaozi's solution](#)

557.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[xiaoxiaobaozi's solution](#)

558.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[xiaoxiaobaozi's solution](#)

559.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[xiaoxiaobaozi's solution](#)

560.

877E

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

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[xiaoxiaobaozi's solution](#)

561.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, trees

[xiaoxiaobaozi's solution](#)

562.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[xiaoxiaobaozi's solution](#)

563.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[xiaoxiaobaozi's solution](#)

564.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-12-20 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[xiaoxiaobaozi's solution](#)

565.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[xiaoxiaobaozi's solution](#)

566.

667D

[World Tour](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-11-24 · GNU C++ (first AC) · Tags: brute force, graphs, shortest paths

[xiaoxiaobaozi's solution](#)

567.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-11-13 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[xiaoxiaobaozi's solution](#)

568.

697E

[PLEASE](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-11-12 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[xiaoxiaobaozi's solution](#)

569.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, math

[xiaoxiaobaozi's solution](#)

570.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-10-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[xiaoxiaobaozi's solution](#)

571.

629C

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

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-10-02 · GNU C++ (first AC) · Tags: dp, strings

[xiaoxiaobaozi's solution](#)

572.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[xiaoxiaobaozi's solution](#)

573.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[xiaoxiaobaozi's solution](#)

574.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[xiaoxiaobaozi's solution](#)

575.

2205E

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

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[xiaoxiaobaozi's solution](#)

576.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[xiaoxiaobaozi's solution](#)

577.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[xiaoxiaobaozi's solution](#)

578.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[xiaoxiaobaozi's solution](#)

579.

2040E

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

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[xiaoxiaobaozi's solution](#)

580.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[xiaoxiaobaozi's solution](#)

581.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[xiaoxiaobaozi's solution](#)

582.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[xiaoxiaobaozi's solution](#)

583.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 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

[xiaoxiaobaozi's solution](#)

584.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[xiaoxiaobaozi's solution](#)

585.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[xiaoxiaobaozi's solution](#)

586.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[xiaoxiaobaozi's solution](#)

587.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[xiaoxiaobaozi's solution](#)

588.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[xiaoxiaobaozi's solution](#)

589.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[xiaoxiaobaozi's solution](#)

590.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[xiaoxiaobaozi's solution](#)

591.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2017-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xiaoxiaobaozi's solution](#)

592.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[xiaoxiaobaozi's solution](#)

593.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings

[xiaoxiaobaozi's solution](#)

594.

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[xiaoxiaobaozi's solution](#)

595.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[xiaoxiaobaozi's solution](#)

596.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy,

sortings

[xiaoxiaobaozi's solution](#)

597.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-11-13 · GNU C++ (first AC) · Tags: binary search, data structures

[xiaoxiaobaozi's solution](#)

598.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2016-11-09 · last AC: 2016-11-09 · GNU C++ (first AC) · Tags: data structures

[xiaoxiaobaozi's solution](#)

599.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: geometry, implementation

[xiaoxiaobaozi's solution](#)

600.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[xiaoxiaobaozi's solution](#)

601.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[xiaoxiaobaozi's solution](#)

602.

2208D2

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

Quality: 1,833 global accepts · Rating: 2200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[xiaoxiaobaozi's solution](#)

603.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[xiaoxiaobaozi's solution](#)

604.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[xiaoxiaobaozi's solution](#)

605.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[xiaoxiaobaozi's solution](#)

606.

2085E

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

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

math, number theory

[xiaoxiaobaozi's solution](#)

607.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[xiaoxiaobaozi's solution](#)

608.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[xiaoxiaobaozi's solution](#)

609.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[xiaoxiaobaozi's solution](#)

610.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[xiaoxiaobaozi's solution](#)

611.

2065H

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

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[xiaoxiaobaozi's solution](#)

612.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[xiaoxiaobaozi's solution](#)

613.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[xiaoxiaobaozi's solution](#)

614.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[xiaoxiaobaozi's solution](#)

615.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[xiaoxiaobaozi's solution](#)

616.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[xiaoxiaobaozi's solution](#)

617.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[xiaoxiaobaozi's solution](#)

618.

1785C

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

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

[xiaoxiaobaozi's solution](#)

619.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[xiaoxiaobaozi's solution](#)

620.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[xiaoxiaobaozi's solution](#)

621.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[xiaoxiaobaozi's solution](#)

622.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[xiaoxiaobaozi's solution](#)

623.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[xiaoxiaobaozi's solution](#)

624.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[xiaoxiaobaozi's solution](#)

625.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[xiaoxiaobaozi's solution](#)

626.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[xiaoxiaobaozi's solution](#)

627.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[xiaoxiaobaozi's solution](#)

628.

810D

[Glad to see you!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[xiaoxiaobaozi's solution](#)

629.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2017-02-06 · last AC: 2017-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[xiaoxiaobaozi's solution](#)

630.

603C

[Liegues of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[xiaoxiaobaozi's solution](#)

631.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-12-20 · last AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[xiaoxiaobaozi's solution](#)

632.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2016-10-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[xiaoxiaobaozi's solution](#)

633.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: dp

[xiaoxiaobaozi's solution](#)

634.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-26 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[xiaoxiaobaozi's solution](#)

635.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2300 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[xiaoxiaobaozi's solution](#)

636.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[xiaoxiaobaozi's solution](#)

637.

2194F1

[Again Trees... \(Easy Version\) · Tutorial](#)

Quality: 887 global accepts · Rating: 2300 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[xiaoxiaobaozi's solution](#)

638.

2097B

[Baggage Claim · Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[xiaoxiaobaozi's solution](#)

639.

2091G

[Gleb and Boating · Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[xiaoxiaobaozi's solution](#)

640.

2077C

[Binary Subsequence Value Sum · Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[xiaoxiaobaozi's solution](#)

641.

2066C

[Bitwise Slides · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[xiaoxiaobaozi's solution](#)

642.

2057E1

[Another Exercise on Graphs \(Easy Version\) · Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[xiaoxiaobaozi's solution](#)

643.

2043E

[Matrix Transformation · Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[xiaoxiaobaozi's solution](#)

644.

2028E

[Alice's Adventures in the Rabbit Hole · Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[xiaoxiaobaozi's solution](#)

645.

2035E

[Monster · Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[xiaoxiaobaozi's solution](#)

646.

1798E

[Multitest Generator · Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[xiaoxiaobaozi's solution](#)

647.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
[xiaoxiaobaozi's solution](#)

648.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[xiaoxiaobaozi's solution](#)

649.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[xiaoxiaobaozi's solution](#)

650.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[xiaoxiaobaozi's solution](#)

651.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[xiaoxiaobaozi's solution](#)

652.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[xiaoxiaobaozi's solution](#)

653.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory
[xiaoxiaobaozi's solution](#)

654.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[xiaoxiaobaozi's solution](#)

655.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2017-02-12 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle
[xiaoxiaobaozi's solution](#)

656.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, two pointers

[xiaoxiaobaozi's solution](#)

657.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: games

[xiaoxiaobaozi's solution](#)

658.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[xiaoxiaobaozi's solution](#)

659.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[xiaoxiaobaozi's solution](#)

660.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[xiaoxiaobaozi's solution](#)

661.

714E

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

Rating: 2300 · first AC: 2016-11-05 · last AC: 2016-11-05 · GNU C++ (first AC) · Tags: dp, flows, sortings

[xiaoxiaobaozi's solution](#)

662.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-09-28 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[xiaoxiaobaozi's solution](#)

663.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[xiaoxiaobaozi's solution](#)

664.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[xiaoxiaobaozi's solution](#)

665.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[xiaoxiaobaozi's solution](#)

666.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[xiaoxiaobaozi's solution](#)

667.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[xiaoxiaobaozi's solution](#)

668.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[xiaoxiaobaozi's solution](#)

669.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[xiaoxiaobaozi's solution](#)

670.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[xiaoxiaobaozi's solution](#)

671.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[xiaoxiaobaozi's solution](#)

672.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[xiaoxiaobaozi's solution](#)

673.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[xiaoxiaobaozi's solution](#)

674.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[xiaoxiaobaozi's solution](#)

675.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[xiaoxiaobaozi's solution](#)

676.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[xiaoxiaobaozi's solution](#)

677.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[xiaoxiaobaozi's solution](#)

678.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[xiaoxiaobaozi's solution](#)

679.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[xiaoxiaobaozi's solution](#)

680.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2017-01-08 · last AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[xiaoxiaobaozi's solution](#)

681.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[xiaoxiaobaozi's solution](#)

682.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[xiaoxiaobaozi's solution](#)

683.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[xiaoxiaobaozi's solution](#)

684.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[xiaoxiaobaozi's solution](#)

685.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[xiaoxiaobaozi's solution](#)

686.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[xiaoxiaobaozi's solution](#)

687.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[xiaoxiaobaozi's solution](#)

688.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[xiaoxiaobaozi's solution](#)

689.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[xiaoxiaobaozi's solution](#)

690.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[xiaoxiaobaozi's solution](#)

691.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[xiaoxiaobaozi's solution](#)

692.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[xiaoxiaobaozi's solution](#)

693.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[xiaoxiaobaozi's solution](#)

694.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[xiaoxiaobaozi's solution](#)

695.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[xiaoxiaobaozi's solution](#)

696.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[xiaoxiaobaozi's solution](#)

697.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[xiaoxiaobaozi's solution](#)

698.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[xiaoxiaobaozi's solution](#)

699.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[xiaoxiaobaozi's solution](#)

700.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[xiaoxiaobaozi's solution](#)

701.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2017-01-08 · last AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[xiaoxiaobaozi's solution](#)

702.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2017-01-04 · last AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[xiaoxiaobaozi's solution](#)

703.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[xiaoxiaobaozi's solution](#)

704.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xiaoxiaobaozi's solution](#)

705.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[xiaoxiaobaozi's solution](#)

706.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[xiaoxiaobaozi's solution](#)

707.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-11-07 · last AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[xiaoxiaobaozi's solution](#)

708.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[xiaoxiaobaozi's solution](#)

709.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[xiaoxiaobaozi's solution](#)

710.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[xiaoxiaobaozi's solution](#)

711.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[xiaoxiaobaozi's solution](#)

712.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2017-06-09 · last AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[xiaoxiaobaozi's solution](#)

713.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[xiaoxiaobaozi's solution](#)

714.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: data structures, dp, geometry

[xiaoxiaobaozi's solution](#)

715.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and

conquer, dsu, graphs, trees

[xiaoxiaobaozi's solution](#)

716.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[xiaoxiaobaozi's solution](#)

717.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-23 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[xiaoxiaobaozi's solution](#)

718.

2053I1

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

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[xiaoxiaobaozi's solution](#)

719.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[xiaoxiaobaozi's solution](#)

720.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[xiaoxiaobaozi's solution](#)

721.

1705F

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

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[xiaoxiaobaozi's solution](#)

722.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory, probabilities

[xiaoxiaobaozi's solution](#)

723.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xiaoxiaobaozi's solution](#)

724.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[xiaoxiaobaozi's solution](#)

725.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-02-01 · last AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

constructive algorithms, dfs and similar, math

[xiaoxiaobaozi's solution](#)

726.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[xiaoxiaobaozi's solution](#)

727.

1854D

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

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[xiaoxiaobaozi's solution](#)

728.

663D

[To Hack or not to Hack](#) · [Tutorial](#)

Rating: 3100 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[xiaoxiaobaozi's solution](#)

729.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-12 · last AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[xiaoxiaobaozi's solution](#)

730.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[xiaoxiaobaozi's solution](#)

731.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-10-12 · last AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[xiaoxiaobaozi's solution](#)

732.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[xiaoxiaobaozi's solution](#)

733.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[xiaoxiaobaozi's solution](#)

734.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[xiaoxiaobaozi's solution](#)

735.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,007 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[xiaoxiaobaozi's solution](#)

736.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,627 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[xiaoxiaobaozi's solution](#)

737.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 14,913 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[xiaoxiaobaozi's solution](#)

738.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 17,896 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[xiaoxiaobaozi's solution](#)

739.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,272 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[xiaoxiaobaozi's solution](#)

740.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[xiaoxiaobaozi's solution](#)

741.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[xiaoxiaobaozi's solution](#)

742.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[xiaoxiaobaozi's solution](#)

743.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,937 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[xiaoxiaobaozi's solution](#)

744.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,042 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[xiaoxiaobaozi's solution](#)

745.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

geometry, math

[xiaoxiaobaozi's solution](#)

746.

2225D

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

Quality: 6,595 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[xiaoxiaobaozi's solution](#)

747.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,301 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[xiaoxiaobaozi's solution](#)

748.

2225B

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

Quality: 14,103 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[xiaoxiaobaozi's solution](#)

749.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,635 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[xiaoxiaobaozi's solution](#)

750.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[xiaoxiaobaozi's solution](#)

751.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[xiaoxiaobaozi's solution](#)

752.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[xiaoxiaobaozi's solution](#)

753.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,976 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[xiaoxiaobaozi's solution](#)

754.

101234G

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

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[xiaoxiaobaozi's solution](#)

755.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[xiaoxiaobaozi's solution](#)

756.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[xiaoxiaobaozi's solution](#)

757.

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[xiaoxiaobaozi's solution](#)

758.

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[xiaoxiaobaozi's solution](#)

759.

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[xiaoxiaobaozi's solution](#)

760.

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[xiaoxiaobaozi's solution](#)

761.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[xiaoxiaobaozi's solution](#)