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# Unique solved — xlwang

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1891A

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1879A

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1870A

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8.

1847A

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9.

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1765B

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**13.**

1773F

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1621A

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1656A

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1698A

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1617A

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1591A

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1754B

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1754A

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1734B

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1734A

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1711A

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1713A

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1691A

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1733A

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1719A

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1719B

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1715A

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1720B

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1712B

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**38.**

1712A

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987A

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**40.**

1699A

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**41.**

1592A

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**42.**

1493A

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**43.**

1605A

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**44.**

1582A

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**45.**

1642A

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**46.**

1552A

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1674B

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**48.**

1674A

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**49.**

1680B

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1680A

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**51.**

1694A

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**52.**

1670A

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**53.**

1634A

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**54.**

1688B

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**55.**

1688A

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1602A

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**57.**

1686A

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**58.**

1686B

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**59.**

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**60.**

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**61.**

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**63.**

1627A

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**64.**

1660B

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**66.**

1665A

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**67.**

1206A

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**68.**

1400A

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**69.**

1608A

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**70.**

1557A

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**71.**

1490A

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**72.**

1611B

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**73.**

1611A

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**74.**

1604A

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**75.**

1612A

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**76.**

1520B

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**77.**

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**82.**

978B

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978A

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- 84.**  
1589A  
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1896B  
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1888A  
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**95.**

1689B

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**96.**

1733B

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**97.**

1720A

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**99.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[xlwang's solution](#)

**100.**

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices  
[xlwang's solution](#)

**101.**

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[xlwang's solution](#)

**102.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[xlwang's solution](#)

**103.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[xlwang's solution](#)

**104.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory  
[xlwang's solution](#)

**105.**

1665B

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

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-04-08 · last AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[xlwang's solution](#)

**106.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[xlwang's solution](#)

**107.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[xlwang's solution](#)

**108.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xlwang's solution](#)

**109.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[xlwang's solution](#)

**110.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[xlwang's solution](#)

**111.**

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[xlwang's solution](#)

**112.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[xlwang's solution](#)

**113.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[xlwang's solution](#)

**114.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[xlwang's solution](#)

**115.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xlwang's solution](#)

**116.**

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xlwang's solution](#)

**117.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[xlwang's solution](#)

**118.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[xlwang's solution](#)

**119.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[xlwang's solution](#)

**120.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[xlwang's solution](#)

**121.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xlwang's solution](#)

**122.**

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[xlwang's solution](#)

**123.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[xlwang's solution](#)

**124.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,953 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xlwang's solution](#)

**125.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[xlwang's solution](#)

**126.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[xlwang's solution](#)

**127.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[xlwang's solution](#)

**128.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers  
[xlwang's solution](#)

**129.**

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[xlwang's solution](#)

**130.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[xlwang's solution](#)

**131.**

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings  
[xlwang's solution](#)

**132.**

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[xlwang's solution](#)

**133.**

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[xlwang's solution](#)

**134.**

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers  
[xlwang's solution](#)

**135.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[xlwang's solution](#)

**136.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[xlwang's solution](#)

**137.**

987B

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

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[xlwang's solution](#)

**138.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[xlwang's solution](#)

**139.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[xlwang's solution](#)

**140.**

1686C

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

Rating: 1100 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[xlwang's solution](#)

**141.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[xlwang's solution](#)

**142.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[xlwang's solution](#)

**143.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[xlwang's solution](#)

**144.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[xlwang's solution](#)

**145.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[xlwang's solution](#)

**146.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[xlwang's solution](#)

**147.**

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xlwang's solution](#)

**148.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[xlwang's solution](#)

**149.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[xlwang's solution](#)

**150.**

1848B

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

Quality: 24,406 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[xlwang's solution](#)

**151.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[xlwang's solution](#)

**152.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[xlwang's solution](#)

**153.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[xlwang's solution](#)

**154.**

1734C

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

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[xlwang's solution](#)

**155.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[xlwang's solution](#)

**156.**

1720C

[Corners](#) · [Tutorial](#)

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

[xlwang's solution](#)

**157.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[xlwang's solution](#)

**158.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[xlwang's solution](#)

**159.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xlwang's solution](#)

**160.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[xlwang's solution](#)

**161.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[xlwang's solution](#)

**162.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[xlwang's solution](#)

**163.**

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[xlwang's solution](#)

**164.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[xlwang's solution](#)

**165.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[xlwang's solution](#)

**166.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xlwang's solution](#)

**167.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[xlwang's solution](#)

**168.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[xlwang's solution](#)

**169.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[xlwang's solution](#)

**170.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation  
[xlwang's solution](#)

**171.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings  
[xlwang's solution](#)

**172.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2021-11-16 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[xlwang's solution](#)

**173.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[xlwang's solution](#)

**174.**

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[xlwang's solution](#)

**175.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[xlwang's solution](#)

**176.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[xlwang's solution](#)

**177.**

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy  
[xlwang's solution](#)

**178.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[xlwang's solution](#)

**179.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math  
[xlwang's solution](#)

**180.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[xlwang's solution](#)

**181.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures  
[xlwang's solution](#)

**182.**

1008C

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

Rating: 1300 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[xlwang's solution](#)

**183.**

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[xlwang's solution](#)

**184.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings  
[xlwang's solution](#)

**185.**

1591C

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

Rating: 1300 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[xlwang's solution](#)

**186.**

1754C1

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

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

**187.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs  
[xlwang's solution](#)

**188.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[xlwang's solution](#)

**189.**

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[xlwang's solution](#)

**190.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[xlwang's solution](#)

**191.**

1694C

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

Rating: 1300 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[xlwang's solution](#)

**192.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[xlwang's solution](#)

**193.**

1602C

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

Rating: 1300 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory  
[xlwang's solution](#)

**194.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings  
[xlwang's solution](#)

**195.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers  
[xlwang's solution](#)

**196.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths  
[xlwang's solution](#)

**197.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · last AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings  
[xlwang's solution](#)

**198.**

1604C

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

Rating: 1300 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[xlwang's solution](#)

**199.**

437A

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

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**200.**

2127C

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Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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**201.**

1896C

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Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

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**202.**

1893A

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**203.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

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**204.**

1888C

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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**205.**

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

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**206.**

1844D

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Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

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**207.**

1847C

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Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

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**208.**

1845C

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**209.**

1773E

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**210.**

1648A

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**211.**

1270C

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**212.**

1425F

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**213.**

1425A

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**214.**

1408B

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**215.**

1691C

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**216.**

1733D1

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**217.**

1719C

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**218.**

1605C

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**219.**

1679C

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**220.**

1682C

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**221.**

1130C

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**222.**

1490E

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**223.**

978E

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**224.**

437C

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**225.**

1876B

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**226.**

1208B

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**227.**

1575J

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**228.**

1630A

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**229.**

1158A

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**230.**

1732D1

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**231.**

1754C2

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1711C

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1010A

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**236.**

1011C

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1379B

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**246.**

1379A

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**251.**

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1754D

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**257.**

1582D

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1665C

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353C

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**282.**

978G

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**283.**

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**286.**

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**287.**

1852A

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**288.**

1845D

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**289.**

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[xlwang's solution](#)

**290.**

1500A

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Quality: 9,509 global accepts · Rating: 1800 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[xlwang's solution](#)

**291.**

1575D

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**292.**

1508B

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**293.**

1630B

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Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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**294.**

1586D

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Rating: 1800 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

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**295.**

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**296.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[xlwang's solution](#)

**297.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[xlwang's solution](#)

**298.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[xlwang's solution](#)

**299.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[xlwang's solution](#)

**300.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[xlwang's solution](#)

**301.**

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[xlwang's solution](#)

**302.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[xlwang's solution](#)

**303.**

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[xlwang's solution](#)

**304.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[xlwang's solution](#)

**305.**

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[xlwang's solution](#)

**306.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[xlwang's solution](#)

**307.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[xlwang's solution](#)

**308.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[xlwang's solution](#)

**309.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths  
[xlwang's solution](#)

**310.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers  
[xlwang's solution](#)

**311.**

1909I

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

Quality: 176 global accepts · Rating: 1900 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[xlwang's solution](#)

**312.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
[xlwang's solution](#)

**313.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
[xlwang's solution](#)

**314.**

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math  
[xlwang's solution](#)

**315.**

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings  
[xlwang's solution](#)

**316.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation  
[xlwang's solution](#)

**317.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[xlwang's solution](#)

**318.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[xlwang's solution](#)

**319.**

1773A

[Amazing Trick](#) · [Tutorial](#)

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

[xlwang's solution](#)

**320.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[xlwang's solution](#)

**321.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[xlwang's solution](#)

**322.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[xlwang's solution](#)

**323.**

1591D

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

Rating: 1900 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[xlwang's solution](#)

**324.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[xlwang's solution](#)

**325.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[xlwang's solution](#)

**326.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[xlwang's solution](#)

**327.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[xlwang's solution](#)

**328.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[xlwang's solution](#)

**329.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xlwang's solution](#)

**330.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[xlwang's solution](#)

**331.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[xlwang's solution](#)

**332.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[xlwang's solution](#)

**333.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[xlwang's solution](#)

**334.**

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2021-11-16 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[xlwang's solution](#)

**335.**

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, sortings

[xlwang's solution](#)

**336.**

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[xlwang's solution](#)

**337.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[xlwang's solution](#)

**338.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[xlwang's solution](#)

**339.**

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[xlwang's solution](#)

**340.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[xlwang's solution](#)

**341.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[xlwang's solution](#)

**342.**

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[xlwang's solution](#)

**343.**

1060E

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

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[xlwang's solution](#)

**344.**

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[xlwang's solution](#)

**345.**

1754E

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

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

[xlwang's solution](#)

**346.**

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[xlwang's solution](#)

**347.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[xlwang's solution](#)

**348.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-06-16 · last AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[xlwang's solution](#)

**349.**

1674E

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

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[xlwang's solution](#)

**350.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[xlwang's solution](#)

**351.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[xlwang's solution](#)

**352.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[xlwang's solution](#)

**353.**

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[xlwang's solution](#)

**354.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[xlwang's solution](#)

**355.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · last AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[xlwang's solution](#)

**356.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[xlwang's solution](#)

**357.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[xlwang's solution](#)

**358.**

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[xlwang's solution](#)

**359.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[xlwang's solution](#)

**360.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2021-08-01 · last AC: 2021-08-01 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[xlwang's solution](#)

**361.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[xlwang's solution](#)

**362.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[xlwang's solution](#)

**363.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[xlwang's solution](#)

**364.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[xlwang's solution](#)

**365.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[xlwang's solution](#)

**366.**

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[xlwang's solution](#)

**367.**

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[xlwang's solution](#)

**368.**

1876C

[Autosynthesis](#) · [Tutorial](#)

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

[xlwang's solution](#)

**369.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[xlwang's solution](#)

**370.**

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[xlwang's solution](#)

**371.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[xlwang's solution](#)

**372.**

1732C2

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

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

[xlwang's solution](#)

**373.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[xlwang's solution](#)

**374.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[xlwang's solution](#)

**375.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[xlwang's solution](#)

**376.**

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[xlwang's solution](#)

**377.**

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[xlwang's solution](#)

**378.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[xlwang's solution](#)

**379.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[xlwang's solution](#)

**380.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[xlwang's solution](#)

**381.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[xlwang's solution](#)

**382.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[xlwang's solution](#)

**383.**

279D

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

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[xlwang's solution](#)

**384.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[xlwang's solution](#)

**385.**

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[xlwang's solution](#)

**386.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[xlwang's solution](#)

**387.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[xlwang's solution](#)

**388.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[xlwang's solution](#)

**389.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, probabilities

[xlwang's solution](#)

**390.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[xlwang's solution](#)

**391.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[xlwang's solution](#)

**392.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[xlwang's solution](#)

**393.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[xlwang's solution](#)

**394.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[xlwang's solution](#)

**395.**

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[xlwang's solution](#)

**396.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[xlwang's solution](#)

**397.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[xlwang's solution](#)

**398.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees  
[xlwang's solution](#)

**399.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-08-12 · last AC: 2021-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory  
[xlwang's solution](#)

**400.**

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs  
[xlwang's solution](#)

**401.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures  
[xlwang's solution](#)

**402.**

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math  
[xlwang's solution](#)

**403.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities  
[xlwang's solution](#)

**404.**

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees  
[xlwang's solution](#)

**405.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[xlwang's solution](#)

**406.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths  
[xlwang's solution](#)

**407.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[xlwang's solution](#)

**408.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[xlwang's solution](#)

**409.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[xlwang's solution](#)

**410.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[xlwang's solution](#)

**411.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[xlwang's solution](#)

**412.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[xlwang's solution](#)

**413.**

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[xlwang's solution](#)

**414.**

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[xlwang's solution](#)

**415.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[xlwang's solution](#)

**416.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[xlwang's solution](#)

**417.**

1091E

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

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[xlwang's solution](#)

**418.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths  
[xlwang's solution](#)

**419.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers  
[xlwang's solution](#)

**420.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees  
[xlwang's solution](#)

**421.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[xlwang's solution](#)

**422.**

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs  
[xlwang's solution](#)

**423.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers  
[xlwang's solution](#)

**424.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory  
[xlwang's solution](#)

**425.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths  
[xlwang's solution](#)

**426.**

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees  
[xlwang's solution](#)

**427.**

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[xlwang's solution](#)

**428.**

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[xlwang's solution](#)

**429.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[xlwang's solution](#)

**430.**

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[xlwang's solution](#)

**431.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[xlwang's solution](#)

**432.**

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[xlwang's solution](#)

**433.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[xlwang's solution](#)

**434.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[xlwang's solution](#)

**435.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[xlwang's solution](#)

**436.**

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xlwang's solution](#)

**437.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[xlwang's solution](#)

**438.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[xlwang's solution](#)

**439.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees  
[xlwang's solution](#)

**440.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[xlwang's solution](#)

**441.**

1008D

[Pave the Parallelepiped](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[xlwang's solution](#)

**442.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees  
[xlwang's solution](#)

**443.**

914E

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

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees  
[xlwang's solution](#)

**444.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math  
[xlwang's solution](#)

**445.**

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures  
[xlwang's solution](#)

**446.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[xlwang's solution](#)

**447.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[xlwang's solution](#)

**448.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs  
[xlwang's solution](#)

**449.**

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees  
[xlwang's solution](#)

**450.**

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings  
[xlwang's solution](#)

**451.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities  
[xlwang's solution](#)

**452.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory  
[xlwang's solution](#)

**453.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings  
[xlwang's solution](#)

**454.**

804D

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

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees  
[xlwang's solution](#)

**455.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths  
[xlwang's solution](#)

**456.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers  
[xlwang's solution](#)

**457.**

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[xlwang's solution](#)

**458.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[xlwang's solution](#)

**459.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[xlwang's solution](#)

**460.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[xlwang's solution](#)

**461.**

1198E

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

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[xlwang's solution](#)

**462.**

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[xlwang's solution](#)

**463.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[xlwang's solution](#)

**464.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[xlwang's solution](#)

**465.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[xlwang's solution](#)

**466.**

331C3

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xlwang's solution](#)

**467.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[xlwang's solution](#)

**468.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[xlwang's solution](#)

**469.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[xlwang's solution](#)

**470.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[xlwang's solution](#)

**471.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[xlwang's solution](#)

**472.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math  
[xlwang's solution](#)

**473.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry  
[xlwang's solution](#)

**474.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs  
[xlwang's solution](#)

**475.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp  
[xlwang's solution](#)

**476.**

1847F

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

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings  
[xlwang's solution](#)

**477.**

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp  
[xlwang's solution](#)

**478.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math  
[xlwang's solution](#)

**479.**

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[xlwang's solution](#)

**480.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation  
[xlwang's solution](#)

**481.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math  
[xlwang's solution](#)

**482.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers  
[xlwang's solution](#)

**483.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[xlwang's solution](#)

**484.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[xlwang's solution](#)

**485.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings  
[xlwang's solution](#)

**486.**

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games  
[xlwang's solution](#)

**487.**

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[xlwang's solution](#)

**488.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[xlwang's solution](#)

**489.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[xlwang's solution](#)

**490.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[xlwang's solution](#)

**491.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[xlwang's solution](#)

**492.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[xlwang's solution](#)

**493.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[xlwang's solution](#)

**494.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[xlwang's solution](#)

**495.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[xlwang's solution](#)

**496.**

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[xlwang's solution](#)

**497.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[xlwang's solution](#)

**498.**

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[xlwang's solution](#)

**499.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[xlwang's solution](#)

**500.**

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[xlwang's solution](#)

**501.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-07-17 · last AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[xlwang's solution](#)

**502.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xlwang's solution](#)

**503.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[xlwang's solution](#)

**504.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[xlwang's solution](#)

**505.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[xlwang's solution](#)

**506.**

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[xlwang's solution](#)

**507.**

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[xlwang's solution](#)

**508.**

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[xlwang's solution](#)

**509.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[xlwang's solution](#)

**510.**

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[xlwang's solution](#)

**511.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[xlwang's solution](#)

**512.**

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[xlwang's solution](#)

**513.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[xlwang's solution](#)

**514.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[xlwang's solution](#)

**515.**

436E

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Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[xlwang's solution](#)

**516.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[xlwang's solution](#)

**517.**

917D

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Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees

[xlwang's solution](#)

**518.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[xlwang's solution](#)

**519.**

1895F

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Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[xlwang's solution](#)

**520.**

1592F1

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Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**521.**

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[xlwang's solution](#)

**522.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[xlwang's solution](#)

**523.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[xlwang's solution](#)

**524.**

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[xlwang's solution](#)

**525.**

1821F

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Quality: 939 global accepts · Rating: 2600 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[xlwang's solution](#)

**526.**

1416D

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Quality: 2,712 global accepts · Rating: 2600 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[xlwang's solution](#)

**527.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-07-17 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[xlwang's solution](#)

**528.**

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy,

trees

[xlwang's solution](#)

**529.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[xlwang's solution](#)

**530.**

1575E

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Quality: 395 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[xlwang's solution](#)

**531.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[xlwang's solution](#)

**532.**

1503D

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Quality: 1,259 global accepts · Rating: 2600 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[xlwang's solution](#)

**533.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-28 · last AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[xlwang's solution](#)

**534.**

1700E

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

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[xlwang's solution](#)

**535.**

360D

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**536.**

303D

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[xlwang's solution](#)

**537.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[xlwang's solution](#)

**538.**

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[xllwang's solution](#)

**539.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[xllwang's solution](#)

**540.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[xllwang's solution](#)

**541.**

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[xllwang's solution](#)

**542.**

356D

[Bags and Coins](#) · [Tutorial](#)

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[xllwang's solution](#)

**543.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[xllwang's solution](#)

**544.**

1344D

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Quality: 1,292 global accepts · Rating: 2700 · first AC: 2024-11-22 · last AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

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**545.**

715C

[Digit Tree](#) · [Tutorial](#)

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**546.**

1220F

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**547.**

1603F

[October 18, 2017](#) · [Tutorial](#)

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**548.**

1215F

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**549.**

48G

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**550.**

985G

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Quality: 720 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[xlwang's solution](#)

**551.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures

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**552.**

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, matrices

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**553.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing

[xlwang's solution](#)

**554.**

1550F

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Quality: 899 global accepts · Rating: 2700 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

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**555.**

1728G

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Quality: 618 global accepts · Rating: 2700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[xlwang's solution](#)

**556.**

1817D

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Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation

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**557.**

1515G

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Quality: 1,356 global accepts · Rating: 2700 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[xlwang's solution](#)

**558.**

1179D

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[xlwang's solution](#)

**559.**

1137E

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[xlwang's solution](#)

**560.**

932F

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

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**561.**

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: flows

[xlwang's solution](#)

**562.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[xlwang's solution](#)

**563.**

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

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**564.**

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, matrices

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**565.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[xlwang's solution](#)

**566.**

1270G

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Quality: 2,959 global accepts · Rating: 2700 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[xlwang's solution](#)

**567.**

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[xlwang's solution](#)

**568.**

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[xlwang's solution](#)

**569.**

1750F

[Majority](#) · [Tutorial](#)

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

**570.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths  
[xlwang's solution](#)

**571.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math  
[xlwang's solution](#)

**572.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers  
[xlwang's solution](#)

**573.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math  
[xlwang's solution](#)

**574.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[xlwang's solution](#)

**575.**

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle  
[xlwang's solution](#)

**576.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[xlwang's solution](#)

**577.**

1366F

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Quality: 895 global accepts · Rating: 2700 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry, graphs  
[xlwang's solution](#)

**578.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices  
[xlwang's solution](#)

**579.**

1799F

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Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[xlwang's solution](#)

**580.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[xlwang's solution](#)

**581.**

1720E

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**582.**

1733E

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**583.**

1602F

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**584.**

1601D

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**585.**

388D

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**586.**

2097D

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1404E

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**588.**

1383E

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**589.**

1746F

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**590.**

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**592.**

1442D

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**593.**

1967D

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**594.**

1491G

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**595.**

1990F

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1976F

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**597.**

83E

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**598.**

869D

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**599.**

983E

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**600.**

1874D

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**601.**

1919F2

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1365G

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480E

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**605.**

842E

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**606.**

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163E

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776F

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794F

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**610.**

288E

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280D

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**613.**

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850D

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**617.**

1098D

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513F2

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418D

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**621.**

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**622.**

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1827D

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**625.**

1773G

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**626.**

472G

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**627.**

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**628.**

1477D

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**629.**

850F

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**630.**

913F

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**631.**

830D

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**632.**

1830D

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**633.**

1863G

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1732E

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1455F

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**637.**

1842G

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**639.**

1615F

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1819D

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1039D

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**644.**

1684G

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**645.**

1685D1

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1379E

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**647.**

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**648.**

2115D

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**649.**

1616F

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**650.**

1646F

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**651.**

1085G

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**652.**

2092F

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**653.**

1285F

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**654.**

1687D

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**655.**

960G

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**656.**

1806F2

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**657.**

1500D

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**658.**

1264D2

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**659.**

1392G

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**660.**

1198F

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**661.**

1765J

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**662.**

1580D

[Subsequence](#) · [Tutorial](#)

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**663.**

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**664.**

1452F

[Divide Powers](#) · [Tutorial](#)

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**665.**

1677E

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**666.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings  
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**667.**

1870F

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Quality: 558 global accepts · Rating: 2900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
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**668.**

1835D

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**669.**

1372E

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**670.**

1172D

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**671.**

1129D

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**672.**

343E

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Quality: 911 global accepts · Rating: 2900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

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**673.**

1060F

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**674.**

232D

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1528E

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**677.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[xlwang's solution](#)

**678.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[xlwang's solution](#)

**679.**

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-11-30 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[xlwang's solution](#)

**680.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[xlwang's solution](#)

**681.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[xlwang's solution](#)

**682.**

1705F

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

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[xlwang's solution](#)

**683.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[xlwang's solution](#)

**684.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[xlwang's solution](#)

**685.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[xlwang's solution](#)

**686.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[xlwang's solution](#)

**687.**

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[xlwang's solution](#)

**688.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[xlwang's solution](#)

**689.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[xlwang's solution](#)

**690.**

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[xlwang's solution](#)

**691.**

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math  
[xlwang's solution](#)

**692.**

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings  
[xlwang's solution](#)

**693.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[xlwang's solution](#)

**694.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[xlwang's solution](#)

**695.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[xlwang's solution](#)

**696.**

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing  
[xlwang's solution](#)

**697.**

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees  
[xlwang's solution](#)

**698.**

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities  
[xlwang's solution](#)

**699.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math  
[xlwang's solution](#)

**700.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees  
[xlwang's solution](#)

**701.**

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[xllwang's solution](#)

**702.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy  
[xllwang's solution](#)

**703.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math  
[xllwang's solution](#)

**704.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings  
[xllwang's solution](#)

**705.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math  
[xllwang's solution](#)

**706.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[xllwang's solution](#)

**707.**

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics  
[xllwang's solution](#)

**708.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees  
[xllwang's solution](#)

**709.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp  
[xllwang's solution](#)

**710.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths  
[xllwang's solution](#)

**711.**

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[xlwang's solution](#)

## 712.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[xlwang's solution](#)

## 713.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[xlwang's solution](#)

## 714.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, trees

[xlwang's solution](#)

## 715.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[xlwang's solution](#)

## 716.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[xlwang's solution](#)

## 717.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[xlwang's solution](#)

## 718.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[xlwang's solution](#)

## 719.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[xlwang's solution](#)

## 720.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[xlwang's solution](#)

## 721.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[xlwang's solution](#)

**722.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp  
[xlwang's solution](#)

**723.**

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees  
[xlwang's solution](#)

**724.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
[xlwang's solution](#)

**725.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2022-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[xlwang's solution](#)

**726.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings  
[xlwang's solution](#)

**727.**

1008E

[Guess two numbers](#) · [Tutorial](#)

Rating: 3000 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive  
[xlwang's solution](#)

**728.**

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[xlwang's solution](#)

**729.**

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers  
[xlwang's solution](#)

**730.**

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings  
[xlwang's solution](#)

**731.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math  
[xlwang's solution](#)

**732.**

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[xlwang's solution](#)

**733.**

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[xlwang's solution](#)

**734.**

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory  
[xlwang's solution](#)

**735.**

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math  
[xlwang's solution](#)

**736.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees  
[xlwang's solution](#)

**737.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities  
[xlwang's solution](#)

**738.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[xlwang's solution](#)

**739.**

164D

[Minimum Diameter](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force  
[xlwang's solution](#)

**740.**

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[xlwang's solution](#)

**741.**

804E

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

Quality: 655 global accepts · Rating: 3100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[xlwang's solution](#)

**742.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and

similar, trees

[xlwang's solution](#)

**743.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[xlwang's solution](#)

**744.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[xlwang's solution](#)

**745.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[xlwang's solution](#)

**746.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy

[xlwang's solution](#)

**747.**

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[xlwang's solution](#)

**748.**

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[xlwang's solution](#)

**749.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[xlwang's solution](#)

**750.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[xlwang's solution](#)

**751.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[xlwang's solution](#)

**752.**

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[xlwang's solution](#)

**753.**

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[xlwang's solution](#)

**754.**

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[xlwang's solution](#)

**755.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[xlwang's solution](#)

**756.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[xlwang's solution](#)

**757.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[xlwang's solution](#)

**758.**

1439D

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

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft

[xlwang's solution](#)

**759.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xlwang's solution](#)

**760.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[xlwang's solution](#)

**761.**

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[xlwang's solution](#)

**762.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-06-27 · last AC: 2025-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xlwang's solution](#)

**763.**

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[xlwang's solution](#)

**764.**

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[xlwang's solution](#)

**765.**

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[xlwang's solution](#)

**766.**

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[xlwang's solution](#)

**767.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[xlwang's solution](#)

**768.**

2080A

[Strong Connectivity Strikes Back](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3200 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: \*special, constructive algorithms, graphs

[xlwang's solution](#)

**769.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[xlwang's solution](#)

**770.**

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[xlwang's solution](#)

**771.**

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[xlwang's solution](#)

**772.**

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[xlwang's solution](#)

**773.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, trees  
[xllwang's solution](#)

**774.**

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees  
[xllwang's solution](#)

**775.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[xllwang's solution](#)

**776.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees  
[xllwang's solution](#)

**777.**

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[xllwang's solution](#)

**778.**

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees  
[xllwang's solution](#)

**779.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[xllwang's solution](#)

**780.**

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities  
[xllwang's solution](#)

**781.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[xllwang's solution](#)

**782.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation  
[xllwang's solution](#)

**783.**

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp  
[xlwang's solution](#)

**784.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees  
[xlwang's solution](#)

**785.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[xlwang's solution](#)

**786.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-03-08 · last AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures  
[xlwang's solution](#)

**787.**

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math  
[xlwang's solution](#)

**788.**

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[xlwang's solution](#)

**789.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees  
[xlwang's solution](#)

**790.**

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory  
[xlwang's solution](#)

**791.**

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation  
[xlwang's solution](#)

**792.**

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp  
[xlwang's solution](#)

**793.**

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math  
[xlwang's solution](#)

**794.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[xlwang's solution](#)

**795.**

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees  
[xlwang's solution](#)

**796.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[xlwang's solution](#)

**797.**

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[xlwang's solution](#)

**798.**

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[xlwang's solution](#)

**799.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths  
[xlwang's solution](#)

**800.**

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows  
[xlwang's solution](#)

**801.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp  
[xlwang's solution](#)

**802.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[xlwang's solution](#)

**803.**

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs

[xlwang's solution](#)

**804.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[xlwang's solution](#)

**805.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing

[xlwang's solution](#)

**806.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[xlwang's solution](#)

**807.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[xlwang's solution](#)

**808.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy

[xlwang's solution](#)

**809.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[xlwang's solution](#)

**810.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[xlwang's solution](#)

**811.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[xlwang's solution](#)

**812.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[xlwang's solution](#)

**813.**

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[xlwang's solution](#)

**814.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[xlwang's solution](#)

## 815.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[xlwang's solution](#)

## 816.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[xlwang's solution](#)

## 817.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[xlwang's solution](#)

## 818.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[xlwang's solution](#)

## 819.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[xlwang's solution](#)

## 820.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[xlwang's solution](#)

## 821.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[xlwang's solution](#)

## 822.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[xlwang's solution](#)

## 823.

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[xlwang's solution](#)

## 824.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[xlwang's solution](#)

**825.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, greedy

[xlwang's solution](#)

**826.**

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[xlwang's solution](#)

**827.**

1548E

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

Quality: 601 global accepts · Rating: 3400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[xlwang's solution](#)

**828.**

1097E

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

Quality: 534 global accepts · Rating: 3400 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[xlwang's solution](#)

**829.**

715E

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

Quality: 454 global accepts · Rating: 3400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math

[xlwang's solution](#)

**830.**

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[xlwang's solution](#)

**831.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[xlwang's solution](#)

**832.**

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[xlwang's solution](#)

**833.**

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: games, interactive

[xlwang's solution](#)

**834.**

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: games

[xlwang's solution](#)

**835.**

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3500 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[xlwang's solution](#)

**836.**

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[xlwang's solution](#)

**837.**

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[xlwang's solution](#)

**838.**

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[xlwang's solution](#)

**839.**

1943F

[Minimum Hamming Distance](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[xlwang's solution](#)

**840.**

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[xlwang's solution](#)

**841.**

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[xlwang's solution](#)

**842.**

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[xlwang's solution](#)

**843.**

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[xlwang's solution](#)

**844.**

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[xlwang's solution](#)

**845.**

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[xlwang's solution](#)

**846.**

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[xlwang's solution](#)

**847.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[xlwang's solution](#)

**848.**

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[xlwang's solution](#)

**849.**

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[xlwang's solution](#)

**850.**

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[xlwang's solution](#)

**851.**

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory, trees

[xlwang's solution](#)

**852.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[xlwang's solution](#)

**853.**

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[xlwang's solution](#)

**854.**

1158F

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

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[xlwang's solution](#)

**855.**

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[xlwang's solution](#)

**856.**

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[xlwang's solution](#)

**857.**

102978A

[Ascending Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[xlwang's solution](#)

**858.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

[xlwang's solution](#)