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Unique solved — xuezhe

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

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

Filters: none

Count: 140

1.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[xuezhe's solution](#)

2.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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3.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[xuezhe's solution](#)

4.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[xuezhe's solution](#)

5.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,266 global accepts · Rating: 800 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: implementation

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6.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: implementation, strings

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7.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math

[xuezhe's solution](#)

8.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[xuezhe's solution](#)

9.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, math

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10.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[xuezh's solution](#)

11.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: math
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12.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: math, sortings
[xuezh's solution](#)

13.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,461 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation
[xuezh's solution](#)

14.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[xuezh's solution](#)

15.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[xuezh's solution](#)

16.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[xuezh's solution](#)

17.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: greedy, math
[xuezh's solution](#)

18.

1206B

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

Quality: 29,511 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation
[xuezh's solution](#)

19.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,028 global accepts · Rating: 900 · first AC: 2019-06-28 · Python 3 (first AC) · Tags: greedy, sortings
[xuezh's solution](#)

20.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[xuezh's solution](#)

21.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[xuezhe's solution](#)

22.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: implementation

[xuezhe's solution](#)

23.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[xuezhe's solution](#)

24.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[xuezhe's solution](#)

25.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math

[xuezhe's solution](#)

26.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,244 global accepts · Rating: 1000 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: math

[xuezhe's solution](#)

27.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[xuezhe's solution](#)

28.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[xuezhe's solution](#)

29.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[xuezhe's solution](#)

30.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[xuezhe's solution](#)

31.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[xuezhe's solution](#)

32.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[xuezhe's solution](#)

33.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[xuezhe's solution](#)

34.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[xuezhe's solution](#)

35.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,345 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[xuezhe's solution](#)

36.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: greedy, number theory

[xuezhe's solution](#)

37.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[xuezhe's solution](#)

38.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[xuezhe's solution](#)

39.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

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40.

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

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41.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[xuezhe's solution](#)

42.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: implementation, sortings

[xuezhe's solution](#)

43.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[xuezhe's solution](#)

44.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[xuezhe's solution](#)

45.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[xuezhe's solution](#)

46.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[xuezhe's solution](#)

47.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[xuezhe's solution](#)

48.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, greedy

[xuezhe's solution](#)

49.

1215B

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

Quality: 18,351 global accepts · Rating: 1400 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[xuezhe's solution](#)

50.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2019-07-27 · last AC: 2019-08-01 · GNU C++11 (first AC) · Tags: implementation, math

[xuezhe's solution](#)

51.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2019-07-05 · last AC: 2019-07-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[xuezhe's solution](#)

52.

1416A

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

Quality: 16,722 global accepts · Rating: 1500 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[xuezhe's solution](#)

53.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1500 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[xuezhe's solution](#)

54.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[xuezhe's solution](#)

55.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[xuezhe's solution](#)

56.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[xuezhe's solution](#)

57.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, sortings

[xuezhe's solution](#)

58.

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, math

[xuezhe's solution](#)

59.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[xuezhe's solution](#)

60.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[xuezhe's solution](#)

61.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[xuezhe's solution](#)

62.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[xuezhe's solution](#)

63.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[xuezhe's solution](#)

64.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math
[xuezhe's solution](#)

65.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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66.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
[xuezhe's solution](#)

67.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[xuezhe's solution](#)

68.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[xuezhe's solution](#)

69.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[xuezhe's solution](#)

70.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[xuezhe's solution](#)

71.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[xuezhe's solution](#)

72.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[xuezhe's solution](#)

73.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[xuezhe's solution](#)

74.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[xuezhe's solution](#)

75.

2039C2

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

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

[xuezhe's solution](#)

76.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[xuezhe's solution](#)

77.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[xuezhe's solution](#)

78.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[xuezhe's solution](#)

79.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[xuezhe's solution](#)

80.

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[xuezhe's solution](#)

81.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[xuezhe's solution](#)

82.

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math
[xuezhe's solution](#)

83.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[xuezhe's solution](#)

84.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs
[xuezhe's solution](#)

85.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[xuezhe's solution](#)

86.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[xuezhe's solution](#)

87.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: greedy, sortings
[xuezhe's solution](#)

88.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[xuezhe's solution](#)

89.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[xuezhe's solution](#)

90.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[xuezhe's solution](#)

91.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[xuezhe's solution](#)

92.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest

paths, trees

[xuezhe's solution](#)

93.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[xuezhe's solution](#)

94.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[xuezhe's solution](#)

95.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[xuezhe's solution](#)

96.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[xuezhe's solution](#)

97.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[xuezhe's solution](#)

98.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[xuezhe's solution](#)

99.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[xuezhe's solution](#)

100.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[xuezhe's solution](#)

101.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[xuezhe's solution](#)

102.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-02-21 · last AC: 2020-02-22 · GNU C++11 (first AC) · Tags: brute force,

combinatorics, constructive algorithms, data structures, greedy, math

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103.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

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104.

629E

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

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

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105.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

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106.

1401F

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Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

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107.

1401E

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Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

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108.

1205C

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Quality: 1,263 global accepts · Rating: 2400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

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109.

1637F

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Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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110.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

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111.

1023F

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Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

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112.

1461F

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Quality: 601 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[xuezhe's solution](#)

113.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

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114.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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115.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[xuezhe's solution](#)

116.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

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117.

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

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118.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-04-12 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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119.

1137F

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Quality: 526 global accepts · Rating: 3400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

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120.

103118A

[Beta Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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121.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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122.

103447L

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Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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123.

102769B

[Bounding Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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124.

103415B

[Sweeping Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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125.

103427G

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126.

103415G

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127.

103409H

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128.

103409J

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129.

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130.

102759B

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131.

102900B

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132.

103104E

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133.

102361K

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Rating: — · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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134.

101821D

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135.

1028925

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136.

1028927

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137.

1028924

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138.

1028926

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139.

1028922

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140.

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