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Unique solved — xujindong

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

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

Filters: none

Count: 692

1.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[xujindong's solution](#)

2.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[xujindong's solution](#)

3.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[xujindong's solution](#)

4.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[xujindong's solution](#)

5.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[xujindong's solution](#)

6.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: math
[xujindong's solution](#)

7.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[xujindong's solution](#)

8.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[xujindong's solution](#)

9.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers
[xujindong's solution](#)

10.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[xujindong's solution](#)

11.

2134A

[Painting With Two Colors](#) · Tutorial

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[xujindong's solution](#)

12.

2133B

[Villagers](#) · Tutorial

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[xujindong's solution](#)

13.

2133A

[Redstone?](#) · Tutorial

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[xujindong's solution](#)

14.

2127A

[Mix Mex Max](#) · Tutorial

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[xujindong's solution](#)

15.

2130A

[Submission is All You Need](#) · Tutorial

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[xujindong's solution](#)

16.

2128A

[Recycling Center](#) · Tutorial

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[xujindong's solution](#)

17.

2125A

[Difficult Contest](#) · Tutorial

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[xujindong's solution](#)

18.

2122A

[Greedy Grid](#) · Tutorial

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[xujindong's solution](#)

19.

1972A

[Contest Proposal](#) · Tutorial

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · last AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers
[xujindong's solution](#)

20.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[xujindong's solution](#)

- 21.**
1956A
[Nene's Game](#) · [Tutorial](#)
Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[xujindong's solution](#)
- 22.**
1942A
[Farmer John's Challenge](#) · [Tutorial](#)
Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[xujindong's solution](#)
- 23.**
1926B
[Vlad and Shapes](#) · [Tutorial](#)
Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[xujindong's solution](#)
- 24.**
1926A
[Vlad and the Best of Five](#) · [Tutorial](#)
Quality: 62,212 global accepts · Rating: 800 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xujindong's solution](#)
- 25.**
421A
[Pasha and Hamsters](#) · [Tutorial](#)
Quality: 6,885 global accepts · Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[xujindong's solution](#)
- 26.**
1829B
[Blank Space](#) · [Tutorial](#)
Quality: 78,071 global accepts · Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[xujindong's solution](#)
- 27.**
1694A
[Creep](#) · [Tutorial](#)
Quality: 23,519 global accepts · Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[xujindong's solution](#)
- 28.**
1896A
[Jagged Swaps](#) · [Tutorial](#)
Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[xujindong's solution](#)
- 29.**
1894A
[Secret Sport](#) · [Tutorial](#)
Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xujindong's solution](#)
- 30.**
1895B
[Points and Minimum Distance](#) · [Tutorial](#)
Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[xujindong's solution](#)
- 31.**
1895A
[Treasure Chest](#) · [Tutorial](#)
Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[xujindong's solution](#)

32.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[xujindong's solution](#)

33.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[xujindong's solution](#)

34.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[xujindong's solution](#)

35.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xujindong's solution](#)

36.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[xujindong's solution](#)

37.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,034 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xujindong's solution](#)

38.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings
[xujindong's solution](#)

39.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xujindong's solution](#)

40.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,076 global accepts · Rating: 800 · first AC: 2023-07-23 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[xujindong's solution](#)

41.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[xujindong's solution](#)

42.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[xujindong's solution](#)

43.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-06-18 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[xujindong's solution](#)

44.

1833C

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

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[xujindong's solution](#)

45.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[xujindong's solution](#)

46.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · last AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[xujindong's solution](#)

47.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[xujindong's solution](#)

48.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[xujindong's solution](#)

49.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · last AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[xujindong's solution](#)

50.

1805B

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

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[xujindong's solution](#)

51.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-04-02 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[xujindong's solution](#)

52.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · last AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[xujindong's solution](#)

53.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · last AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xujindong's solution](#)

54.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[xujindong's solution](#)

55.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,749 global accepts · Rating: 800 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xujindong's solution](#)

56.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[xujindong's solution](#)

57.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xujindong's solution](#)

58.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[xujindong's solution](#)

59.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xujindong's solution](#)

60.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,539 global accepts · Rating: 800 · first AC: 2022-10-18 · GNU C11 (first AC) · Tags: number theory

[xujindong's solution](#)

61.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xujindong's solution](#)

62.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[xujindong's solution](#)

63.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,440 global accepts · Rating: 800 · first AC: 2022-06-20 · last AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xujindong's solution](#)

64.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,767 global accepts · Rating: 800 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xujindong's solution](#)

65.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,277 global accepts · Rating: 800 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[xujindong's solution](#)

66.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[xujindong's solution](#)

67.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[xujindong's solution](#)

68.

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[xujindong's solution](#)

69.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[xujindong's solution](#)

70.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[xujindong's solution](#)

71.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[xujindong's solution](#)

72.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xujindong's solution](#)

73.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[xujindong's solution](#)

74.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · last AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: games

[xujindong's solution](#)

75.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[xujindong's solution](#)

76.

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[xujindong's solution](#)

77.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[xujindong's solution](#)

78.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xujindong's solution](#)

79.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xujindong's solution](#)

80.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[xujindong's solution](#)

81.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xujindong's solution](#)

82.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[xujindong's solution](#)

83.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xujindong's solution](#)

84.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,268 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[xujindong's solution](#)

85.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[xujindong's solution](#)

86.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[xujindong's solution](#)

87.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[xujindong's solution](#)

88.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[xujindong's solution](#)

89.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,303 global accepts · Rating: 1000 · first AC: 2022-05-14 · last AC: 2024-01-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[xujindong's solution](#)

90.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[xujindong's solution](#)

91.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[xujindong's solution](#)

92.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[xujindong's solution](#)

93.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xujindong's solution](#)

94.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[xujindong's solution](#)

95.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · last AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[xujindong's solution](#)

96.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · last AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xujindong's solution](#)

97.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · last AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[xujindong's solution](#)

98.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · last AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[xujindong's solution](#)

99.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[xujindong's solution](#)

100.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[xujindong's solution](#)

101.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[xujindong's solution](#)

102.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[xujindong's solution](#)

103.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[xujindong's solution](#)

104.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[xujindong's solution](#)

105.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[xujindong's solution](#)

106.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[xujindong's solution](#)

107.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[xujindong's solution](#)

108.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[xujindong's solution](#)

109.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 1100 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, shortest paths, sortings
[xujindong's solution](#)

110.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[xujindong's solution](#)

111.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xujindong's solution](#)

112.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[xujindong's solution](#)

113.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[xujindong's solution](#)

114.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[xujindong's solution](#)

115.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[xujindong's solution](#)

116.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers

[xujindong's solution](#)

117.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · last AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xujindong's solution](#)

118.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[xujindong's solution](#)

119.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[xujindong's solution](#)

120.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[xujindong's solution](#)

121.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[xujindong's solution](#)

122.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[xujindong's solution](#)

123.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[xujindong's solution](#)

124.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[xujindong's solution](#)

125.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation
[xujindong's solution](#)

126.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[xujindong's solution](#)

127.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1200 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[xujindong's solution](#)

128.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[xujindong's solution](#)

129.

1848B

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

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[xujindong's solution](#)

130.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings
[xujindong's solution](#)

131.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[xujindong's solution](#)

132.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[xujindong's solution](#)

133.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,488 global accepts · Rating: 1200 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[xujindong's solution](#)

134.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,347 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[xujindong's solution](#)

135.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[xujindong's solution](#)

136.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[xujindong's solution](#)

137.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[xujindong's solution](#)

138.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[xujindong's solution](#)

139.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[xujindong's solution](#)

140.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[xujindong's solution](#)

141.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[xujindong's solution](#)

142.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[xujindong's solution](#)

143.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[xujindong's solution](#)

144.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[xujindong's solution](#)

145.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[xujindong's solution](#)

146.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[xujindong's solution](#)

147.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[xujindong's solution](#)

148.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[xujindong's solution](#)

149.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xujindong's solution](#)

150.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[xujindong's solution](#)

151.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings
[xujindong's solution](#)

152.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[xujindong's solution](#)

153.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[xujindong's solution](#)

154.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xujindong's solution](#)

155.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[xujindong's solution](#)

156.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[xujindong's solution](#)

157.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[xujindong's solution](#)

158.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[xujindong's solution](#)

159.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[xujindong's solution](#)

160.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[xujindong's solution](#)

161.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[xujindong's solution](#)

162.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[xujindong's solution](#)

163.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xujindong's solution](#)

164.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[xujindong's solution](#)

165.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xujindong's solution](#)

166.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[xujindong's solution](#)

167.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[xujindong's solution](#)

168.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[xujindong's solution](#)

169.

1875C

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

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[xujindong's solution](#)

170.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xujindong's solution](#)

171.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xujindong's solution](#)

172.

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xujindong's solution](#)

173.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math

[xujindong's solution](#)

174.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory
[xujindong's solution](#)

175.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory
[xujindong's solution](#)

176.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[xujindong's solution](#)

177.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[xujindong's solution](#)

178.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[xujindong's solution](#)

179.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[xujindong's solution](#)

180.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[xujindong's solution](#)

181.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[xujindong's solution](#)

182.

1926E

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

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[xujindong's solution](#)

183.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices
[xujindong's solution](#)

184.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[xujindong's solution](#)

185.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[xujindong's solution](#)

186.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[xujindong's solution](#)

187.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[xujindong's solution](#)

188.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · last AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[xujindong's solution](#)

189.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[xujindong's solution](#)

190.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[xujindong's solution](#)

191.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[xujindong's solution](#)

192.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[xujindong's solution](#)

193.

743C

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

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[xujindong's solution](#)

194.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[xujindong's solution](#)

195.

2197D

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

Rating: 1600 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[xujindong's solution](#)

196.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[xujindong's solution](#)

197.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[xujindong's solution](#)

198.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[xujindong's solution](#)

199.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[xujindong's solution](#)

200.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[xujindong's solution](#)

201.

1956C

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

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[xujindong's solution](#)

202.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[xujindong's solution](#)

203.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xujindong's solution](#)

204.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[xujindong's solution](#)

205.

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[xujindong's solution](#)

206.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[xujindong's solution](#)

207.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[xujindong's solution](#)

208.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · last AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[xujindong's solution](#)

209.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[xujindong's solution](#)

210.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[xujindong's solution](#)

211.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[xujindong's solution](#)

212.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-19 · last AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[xujindong's solution](#)

213.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[xujindong's solution](#)

214.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[xujindong's solution](#)

215.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[xujindong's solution](#)

216.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[xujindong's solution](#)

217.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
[xujindong's solution](#)

218.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
[xujindong's solution](#)

219.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2023-07-08 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[xujindong's solution](#)

220.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · last AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[xujindong's solution](#)

221.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[xujindong's solution](#)

222.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2022-05-01 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[xujindong's solution](#)

223.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[xujindong's solution](#)

224.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[xujindong's solution](#)

225.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[xujindong's solution](#)

226.

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[xujindong's solution](#)

227.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[xujindong's solution](#)

228.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[xujindong's solution](#)

229.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[xujindong's solution](#)

230.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[xujindong's solution](#)

231.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[xujindong's solution](#)

232.

440C

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

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer

[xujindong's solution](#)

233.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[xujindong's solution](#)

234.

1872F

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

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math
[xujindong's solution](#)

235.

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[xujindong's solution](#)

236.

1862F

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

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[xujindong's solution](#)

237.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[xujindong's solution](#)

238.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[xujindong's solution](#)

239.

1851F

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

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[xujindong's solution](#)

240.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[xujindong's solution](#)

241.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[xujindong's solution](#)

242.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-03-20 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[xujindong's solution](#)

243.

706D

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

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[xujindong's solution](#)

244.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[xujindong's solution](#)

245.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation

[xujindong's solution](#)

246.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[xujindong's solution](#)

247.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[xujindong's solution](#)

248.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[xujindong's solution](#)

249.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[xujindong's solution](#)

250.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[xujindong's solution](#)

251.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[xujindong's solution](#)

252.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[xujindong's solution](#)

253.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[xujindong's solution](#)

254.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[xujindong's solution](#)

255.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[xujindong's solution](#)

256.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[xujindong's solution](#)

257.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[xujindong's solution](#)

258.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[xujindong's solution](#)

259.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[xujindong's solution](#)

260.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[xujindong's solution](#)

261.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 1900 · first AC: 2022-08-08 · last AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[xujindong's solution](#)

262.

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[xujindong's solution](#)

263.

914D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[xujindong's solution](#)

264.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[xujindong's solution](#)

265.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[xujindong's solution](#)

266.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[xujindong's solution](#)

267.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[xujindong's solution](#)

268.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[xujindong's solution](#)

269.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[xujindong's solution](#)

270.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[xujindong's solution](#)

271.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[xujindong's solution](#)

272.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[xujindong's solution](#)

273.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[xujindong's solution](#)

274.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2024-08-29 · last AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[xujindong's solution](#)

275.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, probabilities

[xujindong's solution](#)

276.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[xujindong's solution](#)

277.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[xujindong's solution](#)

278.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · last AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[xujindong's solution](#)

279.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-06-30 · last AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[xujindong's solution](#)

280.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[xujindong's solution](#)

281.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[xujindong's solution](#)

282.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[xujindong's solution](#)

283.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[xujindong's solution](#)

284.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[xujindong's solution](#)

285.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[xujindong's solution](#)

286.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[xujindong's solution](#)

287.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[xujindong's solution](#)

288.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[xujindong's solution](#)

289.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[xujindong's solution](#)

290.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[xujindong's solution](#)

291.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[xujindong's solution](#)

292.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2023-05-02 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[xujindong's solution](#)

293.

877E

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

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[xujindong's solution](#)

294.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[xujindong's solution](#)

295.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xujindong's solution](#)

296.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[xujindong's solution](#)

297.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[xujindong's solution](#)

298.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2022-07-17 · last AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[xujindong's solution](#)

299.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2022-04-16 · last AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[xujindong's solution](#)

300.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[xujindong's solution](#)

301.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[xujindong's solution](#)

302.

2152E

[Monotone Subsequence](#) · [Tutorial](#)

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[xujindong's solution](#)

303.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-11-06 · last AC: 2025-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[xujindong's solution](#)

304.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · last AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[xujindong's solution](#)

305.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[xujindong's solution](#)

306.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[xujindong's solution](#)

307.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[xujindong's solution](#)

308.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[xujindong's solution](#)

309.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[xujindong's solution](#)

310.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[xujindong's solution](#)

311.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer

[xujindong's solution](#)

312.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[xujindong's solution](#)

313.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[xujindong's solution](#)

314.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[xujindong's solution](#)

315.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2024-07-17 · last AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[xujindong's solution](#)

316.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[xujindong's solution](#)

317.

1942D

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

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[xujindong's solution](#)

318.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[xujindong's solution](#)

319.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[xujindong's solution](#)

320.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[xujindong's solution](#)

321.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[xujindong's solution](#)

322.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[xujindong's solution](#)

323.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[xujindong's solution](#)

324.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[xujindong's solution](#)

325.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · last AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[xujindong's solution](#)

326.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[xujindong's solution](#)

327.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[xujindong's solution](#)

328.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[xujindong's solution](#)

329.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[xujindong's solution](#)

330.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[xujindong's solution](#)

331.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[xujindong's solution](#)

332.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[xujindong's solution](#)

333.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[xujindong's solution](#)

334.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[xujindong's solution](#)

335.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[xujindong's solution](#)

336.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-11-06 · last AC: 2025-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xujindong's solution](#)

337.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[xujindong's solution](#)

338.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[xujindong's solution](#)

339.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[xujindong's solution](#)

340.

850C

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

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[xujindong's solution](#)

341.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[xujindong's solution](#)

342.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[xujindong's solution](#)

343.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[xujindong's solution](#)

344.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[xujindong's solution](#)

345.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
[xujindong's solution](#)

346.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
[xujindong's solution](#)

347.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp
[xujindong's solution](#)

348.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[xujindong's solution](#)

349.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2024-10-19 · last AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers
[xujindong's solution](#)

350.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[xujindong's solution](#)

351.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[xujindong's solution](#)

352.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[xujindong's solution](#)

353.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[xujindong's solution](#)

354.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xujindong's solution](#)

355.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: flows

[xujindong's solution](#)

356.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[xujindong's solution](#)

357.

1972D2

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

Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xujindong's solution](#)

358.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[xujindong's solution](#)

359.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[xujindong's solution](#)

360.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[xujindong's solution](#)

361.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[xujindong's solution](#)

362.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[xujindong's solution](#)

363.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-07-12 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[xujindong's solution](#)

364.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[xujindong's solution](#)

365.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[xujindong's solution](#)

366.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[xujindong's solution](#)

367.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-05 · last AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[xujindong's solution](#)

368.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[xujindong's solution](#)

369.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[xujindong's solution](#)

370.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[xujindong's solution](#)

371.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[xujindong's solution](#)

372.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[xujindong's solution](#)

373.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[xujindong's solution](#)

374.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · last AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[xujindong's solution](#)

375.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[xujindong's solution](#)

376.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-26 · last AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[xujindong's solution](#)

377.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[xujindong's solution](#)

378.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[xujindong's solution](#)

379.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[xujindong's solution](#)

380.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[xujindong's solution](#)

381.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
[xujindong's solution](#)

382.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[xujindong's solution](#)

383.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[xujindong's solution](#)

384.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
[xujindong's solution](#)

385.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[xujindong's solution](#)

386.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[xujindong's solution](#)

387.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[xujindong's solution](#)

388.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[xujindong's solution](#)

389.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[xujindong's solution](#)

390.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[xujindong's solution](#)

391.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-06-07 · last AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[xujindong's solution](#)

392.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[xujindong's solution](#)

393.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[xujindong's solution](#)

394.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[xujindong's solution](#)

395.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++14 (GCC 6-32) (first AC) · Tags: flows

[xujindong's solution](#)

396.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[xujindong's solution](#)

397.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, games

[xujindong's solution](#)

398.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-03-04 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[xujindong's solution](#)

399.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[xujindong's solution](#)

400.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[xujindong's solution](#)

401.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[xujindong's solution](#)

402.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[xujindong's solution](#)

403.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[xujindong's solution](#)

404.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-03-04 · last AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[xujindong's solution](#)

405.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[xujindong's solution](#)

406.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[xujindong's solution](#)

407.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[xujindong's solution](#)

408.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[xujindong's solution](#)

409.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[xujindong's solution](#)

410.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-16 · last AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[xujindong's solution](#)

411.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · last AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[xujindong's solution](#)

412.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[xujindong's solution](#)

413.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[xujindong's solution](#)

414.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[xujindong's solution](#)

415.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2024-05-19 · last AC: 2025-04-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees
[xujindong's solution](#)

416.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[xujindong's solution](#)

417.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[xujindong's solution](#)

418.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees
[xujindong's solution](#)

419.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[xujindong's solution](#)

420.

1114F

[Please, another Queries on Array? · Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[xujindong's solution](#)

421.

449D

[Jzzhu and Numbers · Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[xujindong's solution](#)

422.

115E

[Linear Kingdom Races · Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[xujindong's solution](#)

423.

979E

[Kuro and Topological Parity · Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[xujindong's solution](#)

424.

1578L

[Labyrinth · Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[xujindong's solution](#)

425.

786C

[Till I Collapse · Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[xujindong's solution](#)

426.

665F

[Four Divisors · Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2024-10-07 · last AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[xujindong's solution](#)

427.

932E

[Team Work · Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[xujindong's solution](#)

428.

1082G

[Petya and Graph · Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[xujindong's solution](#)

429.

710F

[String Set Queries · Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[xujindong's solution](#)

430.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive
[xujindong's solution](#)

431.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[xujindong's solution](#)

432.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[xujindong's solution](#)

433.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[xujindong's solution](#)

434.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees
[xujindong's solution](#)

435.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing
[xujindong's solution](#)

436.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices
[xujindong's solution](#)

437.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory
[xujindong's solution](#)

438.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[xujindong's solution](#)

439.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[xujindong's solution](#)

440.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[xujindong's solution](#)

441.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2025-06-05 · last AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[xujindong's solution](#)

442.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[xujindong's solution](#)

443.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[xujindong's solution](#)

444.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[xujindong's solution](#)

445.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[xujindong's solution](#)

446.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[xujindong's solution](#)

447.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-26 · last AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[xujindong's solution](#)

448.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[xujindong's solution](#)

449.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[xujindong's solution](#)

450.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[xujindong's solution](#)

451.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[xujindong's solution](#)

452.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[xujindong's solution](#)

453.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[xujindong's solution](#)

454.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math

[xujindong's solution](#)

455.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[xujindong's solution](#)

456.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[xujindong's solution](#)

457.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[xujindong's solution](#)

458.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[xujindong's solution](#)

459.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings
[xujindong's solution](#)

460.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[xujindong's solution](#)

461.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[xujindong's solution](#)

462.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-01-03 · last AC: 2024-09-26 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[xujindong's solution](#)

463.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[xujindong's solution](#)

464.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[xujindong's solution](#)

465.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[xujindong's solution](#)

466.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[xujindong's solution](#)

467.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[xujindong's solution](#)

468.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[xujindong's solution](#)

469.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[xujindong's solution](#)

470.

1712E2

[LCM Sum \(hard version\) · Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[xujindong's solution](#)

471.

1100F

[Ivan and Burgers · Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[xujindong's solution](#)

472.

992E

[Nastya and King-Shamans · Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[xujindong's solution](#)

473.

840D

[Destiny · Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[xujindong's solution](#)

474.

2164F1

[Chain Prefix Rank \(Easy Version\) · Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[xujindong's solution](#)

475.

1326F1

[Wise Men \(Easy Version\) · Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[xujindong's solution](#)

476.

2129D

[Permutation Blackhole · Tutorial](#)

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-01 · last AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[xujindong's solution](#)

477.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[xujindong's solution](#)

478.

2122E

[Greedy Grid Counting · Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[xujindong's solution](#)

479.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[xujindong's solution](#)

480.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[xujindong's solution](#)

481.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2025-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[xujindong's solution](#)

482.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games

[xujindong's solution](#)

483.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[xujindong's solution](#)

484.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[xujindong's solution](#)

485.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[xujindong's solution](#)

486.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[xujindong's solution](#)

487.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[xujindong's solution](#)

488.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-12-27 · last AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[xujindong's solution](#)

489.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[xujindong's solution](#)

490.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2023-08-28 · last AC: 2024-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[xujindong's solution](#)

491.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[xujindong's solution](#)

492.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[xujindong's solution](#)

493.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[xujindong's solution](#)

494.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xujindong's solution](#)

495.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-05-27 · last AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[xujindong's solution](#)

496.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xujindong's solution](#)

497.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[xujindong's solution](#)

498.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[xujindong's solution](#)

499.

1793F

[Rebranding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[xujindong's solution](#)

500.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[xujindong's solution](#)

501.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xujindong's solution](#)

502.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2023-03-28 · last AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[xujindong's solution](#)

503.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[xujindong's solution](#)

504.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[xujindong's solution](#)

505.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[xujindong's solution](#)

506.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[xujindong's solution](#)

507.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[xujindong's solution](#)

508.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[xujindong's solution](#)

509.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2025-09-19 · last AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[xujindong's solution](#)

510.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[xujindong's solution](#)

511.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-09-05 · last AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation

[xujindong's solution](#)

512.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[xujindong's solution](#)

513.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[xujindong's solution](#)

514.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[xujindong's solution](#)

515.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[xujindong's solution](#)

516.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[xujindong's solution](#)

517.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[xujindong's solution](#)

518.

1408G

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

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[xujindong's solution](#)

519.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[xujindong's solution](#)

520.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[xujindong's solution](#)

521.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[xujindong's solution](#)

522.

1866E

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

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xujindong's solution](#)

523.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[xujindong's solution](#)

524.

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[xujindong's solution](#)

525.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[xujindong's solution](#)

526.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[xujindong's solution](#)

527.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[xujindong's solution](#)

528.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[xujindong's solution](#)

529.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2022-07-12 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[xujindong's solution](#)

530.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[xujindong's solution](#)

531.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[xujindong's solution](#)

532.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-01-01 · last AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[xujindong's solution](#)

533.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[xujindong's solution](#)

534.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[xujindong's solution](#)

535.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[xujindong's solution](#)

536.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[xujindong's solution](#)

537.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[xujindong's solution](#)

538.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[xujindong's solution](#)

539.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2025-04-17 · last AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[xujindong's solution](#)

540.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math
[xujindong's solution](#)

541.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math
[xujindong's solution](#)

542.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, greedy
[xujindong's solution](#)

543.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[xujindong's solution](#)

544.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-01-28 · last AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[xujindong's solution](#)

545.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory
[xujindong's solution](#)

546.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs
[xujindong's solution](#)

547.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[xujindong's solution](#)

548.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
[xujindong's solution](#)

549.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[xujindong's solution](#)

550.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[xujindong's solution](#)

551.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[xujindong's solution](#)

552.

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[xujindong's solution](#)

553.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[xujindong's solution](#)

554.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[xujindong's solution](#)

555.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-07-12 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[xujindong's solution](#)

556.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[xujindong's solution](#)

557.

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[xujindong's solution](#)

558.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[xujindong's solution](#)

559.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[xujindong's solution](#)

560.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2025-11-22 · last AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[xujindong's solution](#)

561.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-07 · last AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees
[xujindong's solution](#)

562.

1906I

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

Quality: 221 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings
[xujindong's solution](#)

563.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, math
[xujindong's solution](#)

564.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-14 · last AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees
[xujindong's solution](#)

565.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-05-30 · last AC: 2025-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory
[xujindong's solution](#)

566.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[xujindong's solution](#)

567.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy
[xujindong's solution](#)

568.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees
[xujindong's solution](#)

569.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[xujindong's solution](#)

570.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[xujindong's solution](#)

571.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[xujindong's solution](#)

572.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory
[xujindong's solution](#)

573.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: flows
[xujindong's solution](#)

574.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2024-05-17 · last AC: 2025-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[xujindong's solution](#)

575.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-04-17 · last AC: 2025-04-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings
[xujindong's solution](#)

576.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[xujindong's solution](#)

577.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory
[xujindong's solution](#)

578.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: flows
[xujindong's solution](#)

579.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[xujindong's solution](#)

580.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[xujindong's solution](#)

581.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[xujindong's solution](#)

582.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory
[xujindong's solution](#)

583.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[xujindong's solution](#)

584.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities
[xujindong's solution](#)

585.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2024-02-17 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
[xujindong's solution](#)

586.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, matrices
[xujindong's solution](#)

587.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[xujindong's solution](#)

588.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[xujindong's solution](#)

589.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-03-15 · last AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[xujindong's solution](#)

590.

1764G2

[Doremy's Perfect DS Class \(Medium Version\) · Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[xujindong's solution](#)

591.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[xujindong's solution](#)

592.

2056F2

[Xor of Median \(Hard Version\) · Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-12-22 · last AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[xujindong's solution](#)

593.

618F

[Double Knapsack · Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[xujindong's solution](#)

594.

2133F

[Flint and Steel · Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[xujindong's solution](#)

595.

2129E

[Induced Subgraph Queries · Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, sortings

[xujindong's solution](#)

596.

1844G

[Tree Weights · Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[xujindong's solution](#)

597.

1616H

[Keep XOR Low · Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[xujindong's solution](#)

598.

2070F

[Friends and Pizza · Tutorial](#)

Quality: 370 global accepts · Rating: 3000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[xujindong's solution](#)

599.

2057G

[Secret Message · Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-02-15 · last AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[xujindong's solution](#)

600.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-10-28 · last AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[xujindong's solution](#)

601.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[xujindong's solution](#)

602.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[xujindong's solution](#)

603.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[xujindong's solution](#)

604.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[xujindong's solution](#)

605.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[xujindong's solution](#)

606.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[xujindong's solution](#)

607.

2147G

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

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[xujindong's solution](#)

608.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · last AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[xujindong's solution](#)

609.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, greedy

[xujindong's solution](#)

610.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[xujindong's solution](#)

611.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[xujindong's solution](#)

612.

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees
[xujindong's solution](#)

613.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search
[xujindong's solution](#)

614.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[xujindong's solution](#)

615.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[xujindong's solution](#)

616.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees
[xujindong's solution](#)

617.

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers
[xujindong's solution](#)

618.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, probabilities, trees
[xujindong's solution](#)

619.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 3200 · first AC: 2025-11-24 · last AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math
[xujindong's solution](#)

620.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2025-10-19 · last AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory
[xujindong's solution](#)

621.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[xujindong's solution](#)

622.

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[xujindong's solution](#)

623.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[xujindong's solution](#)

624.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[xujindong's solution](#)

625.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[xujindong's solution](#)

626.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 3200 · first AC: 2024-11-14 · last AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp
[xujindong's solution](#)

627.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2024-08-09 · last AC: 2025-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees
[xujindong's solution](#)

628.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: games
[xujindong's solution](#)

629.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
[xujindong's solution](#)

630.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs
[xujindong's solution](#)

631.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: matrices, trees
[xujindong's solution](#)

632.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[xujindong's solution](#)

633.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[xujindong's solution](#)

634.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[xujindong's solution](#)

635.

1034E

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

Quality: 751 global accepts · Rating: 3200 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[xujindong's solution](#)

636.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: fft, math
[xujindong's solution](#)

637.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-11-28 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[xujindong's solution](#)

638.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[xujindong's solution](#)

639.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[xujindong's solution](#)

640.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[xujindong's solution](#)

641.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-11-11 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing

[xujindong's solution](#)

642.

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[xujindong's solution](#)

643.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[xujindong's solution](#)

644.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[xujindong's solution](#)

645.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3300 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[xujindong's solution](#)

646.

986F

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

Quality: 744 global accepts · Rating: 3300 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[xujindong's solution](#)

647.

1517G

[Starry Night Camping](#) · [Tutorial](#)

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868G

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582D

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651.

1172F

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652.

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653.

1310F

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654.

843D

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655.

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656.

1630F

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658.

1336E2

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659.

2029H

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660.

2165F

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661.

2157I

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662.

1305G

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663.

2147I2

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664.

2147H

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665.

2129F2

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666.

2129F1

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Quality: 134 global accepts · Rating: 3500 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: interactive
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667.

1924F

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668.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees
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669.

1270I

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670.

1662G

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671.

1193A

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672.

102341F

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673.

104065B

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104076J

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105666D

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691.

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