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Unique solved — xyf007

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

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- 1870A
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10.

1644A

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11.

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12.

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13.

1634A

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14.

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15.

1633A

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16.

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18.

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19.

1586A

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20.

1593A

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21.

1592A

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22.

1579A

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23.

1566B

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24.

1566A

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25.

1556A

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26.

1552A

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27.

1551B1

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28.

1551A

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29.

1553A

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30.

1530B

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1530A

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32.

1515A

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33.

1517A

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34.

1493A

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35.

1461A

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36.

1451A

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37.

1438A

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38.

1436A

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39.

1430B

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40.

1408A

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41.

1392B

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42.

1392A

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43.

4A

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44.

1393A

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45.

1371A

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46.

1369A

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47.

1352A

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48.

1323A

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49.

1183A

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50.

1304A

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51.

1284A

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52.

1269A

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53.

1228A

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54.

1209A

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55.

1207A

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56.

1206A

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57.

1200A

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58.

1196A

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59.

1178A

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60.

977A

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61.

1173A

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62.

1148A

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63.

510A

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64.

1130A

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65.

1060A

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66.

1013A

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67.

440A

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68.

1102A

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69.

378A

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70.

712A

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71.

988A

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72.

431A

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73.

1850D

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74.

1591B

[Array Eversion](#) · [Tutorial](#)

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75.

1607B

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76.

1593B

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77.

1451B

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78.

1436B

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79.

1430A

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80.

1321A

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81.

1313A

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82.

1247A

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83.

1204B

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84.

1206B

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85.

1183B

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86.

1634C

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87.

1622B

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88.

1607C

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89.

1593C

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90.

1579E1

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91.

1566C

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92.

1515B

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93.

1438B

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94.

1430C

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95.

1277A

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96.

1247B1

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97.

1204A

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98.

1199B

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99.

1199A

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100.

1117B

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101.

1084A

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102.

844A

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103.

849A

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104.

1850E

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105.

1672C

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106.

1633C

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[xyf007's solution](#)

107.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[xyf007's solution](#)

108.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[xyf007's solution](#)

109.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[xyf007's solution](#)

110.

1366A

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

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[xyf007's solution](#)

111.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[xyf007's solution](#)

112.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[xyf007's solution](#)

113.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: greedy, implementation
[xyf007's solution](#)

114.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: implementation, math
[xyf007's solution](#)

115.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · last AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xyf007's solution](#)

116.

197C

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings
[xyf007's solution](#)

117.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-12-30 · last AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math
[xyf007's solution](#)

118.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: implementation, strings
[xyf007's solution](#)

119.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: sortings, strings
[xyf007's solution](#)

120.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[xyf007's solution](#)

121.

1635C

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

Quality: 25,138 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[xyf007's solution](#)

122.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[xyf007's solution](#)

123.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[xyf007's solution](#)

124.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[xyf007's solution](#)

125.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[xyf007's solution](#)

126.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[xyf007's solution](#)

127.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[xyf007's solution](#)

128.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[xyf007's solution](#)

129.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[xyf007's solution](#)

130.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation
[xyf007's solution](#)

131.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,129 global accepts · Rating: 1200 · first AC: 2020-07-07 · GNU C++11 (first AC) · Tags: sortings, two pointers
[xyf007's solution](#)

132.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: math
[xyf007's solution](#)

133.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[xyf007's solution](#)

134.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,776 global accepts · Rating: 1200 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: binary search, math
[xyf007's solution](#)

135.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,824 global accepts · Rating: 1200 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[xyf007's solution](#)

136.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[xyf007's solution](#)

137.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[xyf007's solution](#)

138.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: greedy, number theory
[xyf007's solution](#)

139.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[xyf007's solution](#)

140.

1206C

[Almost Equal](#) · [Tutorial](#)

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

[xyf007's solution](#)

141.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[xyf007's solution](#)

142.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[xyf007's solution](#)

143.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[xyf007's solution](#)

144.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: greedy

[xyf007's solution](#)

145.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-31 · last AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xyf007's solution](#)

146.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,332 global accepts · Rating: 1200 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[xyf007's solution](#)

147.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-22 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[xyf007's solution](#)

148.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: implementation, math

[xyf007's solution](#)

149.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: games

[xyf007's solution](#)

150.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[xyf007's solution](#)

151.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,590 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[xyf007's solution](#)

152.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[xyf007's solution](#)

153.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[xyf007's solution](#)

154.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[xyf007's solution](#)

155.

1601A

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

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[xyf007's solution](#)

156.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[xyf007's solution](#)

157.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[xyf007's solution](#)

158.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[xyf007's solution](#)

159.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[xyf007's solution](#)

160.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[xyf007's solution](#)

161.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,857 global accepts · Rating: 1300 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: implementation

[xyf007's solution](#)

162.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[xyf007's solution](#)

163.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2020-06-04 · last AC: 2020-06-04 · GNU C++11 (first AC) · Tags: implementation, sortings

[xyf007's solution](#)

164.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[xyf007's solution](#)

165.

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation, two pointers

[xyf007's solution](#)

166.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[xyf007's solution](#)

167.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: binary search, math

[xyf007's solution](#)

168.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[xyf007's solution](#)

169.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 1300 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: dp, strings

[xyf007's solution](#)

170.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[xyf007's solution](#)

171.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1300 · first AC: 2019-07-15 · last AC: 2019-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[xyf007's solution](#)

172.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2019-07-12 · last AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation
[xyf007's solution](#)

173.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[xyf007's solution](#)

174.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings
[xyf007's solution](#)

175.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings
[xyf007's solution](#)

176.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,521 global accepts · Rating: 1300 · first AC: 2018-11-25 · last AC: 2018-12-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[xyf007's solution](#)

177.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2018-11-25 · FPC (first AC) · Tags: combinatorics, math
[xyf007's solution](#)

178.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[xyf007's solution](#)

179.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[xyf007's solution](#)

180.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[xyf007's solution](#)

181.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[xyf007's solution](#)

182.

1579D

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

Quality: 18,424 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[xyf007's solution](#)

183.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[xyf007's solution](#)

184.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,527 global accepts · Rating: 1400 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, sortings
[xyf007's solution](#)

185.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[xyf007's solution](#)

186.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings
[xyf007's solution](#)

187.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[xyf007's solution](#)

188.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[xyf007's solution](#)

189.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[xyf007's solution](#)

190.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: shortest paths
[xyf007's solution](#)

191.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[xyf007's solution](#)

192.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[xyf007's solution](#)

193.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings
[xyf007's solution](#)

194.

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[xyf007's solution](#)

195.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[xyf007's solution](#)

196.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[xyf007's solution](#)

197.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers
[xyf007's solution](#)

198.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[xyf007's solution](#)

199.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings
[xyf007's solution](#)

200.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[xyf007's solution](#)

201.

1277C

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

Rating: 1400 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, greedy
[xyf007's solution](#)

202.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: implementation, math
[xyf007's solution](#)

203.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: math, number theory

[xyf007's solution](#)

204.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,426 global accepts · Rating: 1400 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: greedy, sortings

[xyf007's solution](#)

205.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: binary search, math

[xyf007's solution](#)

206.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · last AC: 2019-05-07 · GNU C++11 (first AC) · Tags: geometry

[xyf007's solution](#)

207.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu

[xyf007's solution](#)

208.

514B

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

Quality: 22,636 global accepts · Rating: 1400 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, implementation, math

[xyf007's solution](#)

209.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,075 global accepts · Rating: 1400 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[xyf007's solution](#)

210.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[xyf007's solution](#)

211.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-12-30 · last AC: 2018-12-30 · GNU C++11 (first AC) · Tags: implementation

[xyf007's solution](#)

212.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,587 global accepts · Rating: 1400 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: implementation, math

[xyf007's solution](#)

213.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2018-12-08 · last AC: 2018-12-08 · GNU C++11 (first AC) · Tags: math

[xyf007's solution](#)

214.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,892 global accepts · Rating: 1400 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: geometry, math

[xyf007's solution](#)

215.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[xyf007's solution](#)

216.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[xyf007's solution](#)

217.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[xyf007's solution](#)

218.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[xyf007's solution](#)

219.

978D

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

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[xyf007's solution](#)

220.

977E

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

Quality: 25,620 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[xyf007's solution](#)

221.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, graphs, implementation

[xyf007's solution](#)

222.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[xyf007's solution](#)

223.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[xyf007's solution](#)

224.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[xyf007's solution](#)

225.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings
[xyf007's solution](#)

226.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers
[xyf007's solution](#)

227.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: combinatorics
[xyf007's solution](#)

228.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, two pointers
[xyf007's solution](#)

229.

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: binary search, data structures
[xyf007's solution](#)

230.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[xyf007's solution](#)

231.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[xyf007's solution](#)

232.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,670 global accepts · Rating: 1500 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics
[xyf007's solution](#)

233.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers
[xyf007's solution](#)

234.

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,403 global accepts · Rating: 1500 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math
[xyf007's solution](#)

235.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,017 global accepts · Rating: 1500 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[xyf007's solution](#)

236.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy, math

[xyf007's solution](#)

237.

1323B

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

Quality: 11,768 global accepts · Rating: 1500 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[xyf007's solution](#)

238.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[xyf007's solution](#)

239.

1304C

[Air Conditioner](#) · [Tutorial](#)

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

[xyf007's solution](#)

240.

1269B

[Modulo Equality](#) · [Tutorial](#)

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

[xyf007's solution](#)

241.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[xyf007's solution](#)

242.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[xyf007's solution](#)

243.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[xyf007's solution](#)

244.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[xyf007's solution](#)

245.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[xyf007's solution](#)

246.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[xyf007's solution](#)

247.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2019-07-15 · last AC: 2019-07-16 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[xyf007's solution](#)

248.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xyf007's solution](#)

249.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2019-03-23 · last AC: 2019-03-23 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[xyf007's solution](#)

250.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: dfs and similar

[xyf007's solution](#)

251.

1084C

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

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2018-12-22 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[xyf007's solution](#)

252.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: greedy, strings

[xyf007's solution](#)

253.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-12-30 · last AC: 2018-12-30 · GNU C++11 (first AC) · Tags: greedy, two pointers

[xyf007's solution](#)

254.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,876 global accepts · Rating: 1500 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: dp, greedy

[xyf007's solution](#)

255.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[xyf007's solution](#)

256.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xyf007's solution](#)

257.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,700 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[xyf007's solution](#)

258.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[xyf007's solution](#)

259.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[xyf007's solution](#)

260.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[xyf007's solution](#)

261.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[xyf007's solution](#)

262.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[xyf007's solution](#)

263.

1003D

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

Quality: 8,561 global accepts · Rating: 1600 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[xyf007's solution](#)

264.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[xyf007's solution](#)

265.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[xyf007's solution](#)

266.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[xyf007's solution](#)

267.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[xyf007's solution](#)

268.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[xyf007's solution](#)

269.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[xyf007's solution](#)

270.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs
[xyf007's solution](#)

271.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2021-03-15 · last AC: 2021-03-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy
[xyf007's solution](#)

272.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,984 global accepts · Rating: 1600 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: number theory
[xyf007's solution](#)

273.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: brute force, geometry
[xyf007's solution](#)

274.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation
[xyf007's solution](#)

275.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,126 global accepts · Rating: 1600 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory
[xyf007's solution](#)

276.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[xyf007's solution](#)

277.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[xyf007's solution](#)

278.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2019-08-18 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: data structures, dsu

[xyf007's solution](#)

279.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,668 global accepts · Rating: 1600 · first AC: 2020-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[xyf007's solution](#)

280.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[xyf007's solution](#)

281.

1352G

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

Quality: 24,803 global accepts · Rating: 1600 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[xyf007's solution](#)

282.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[xyf007's solution](#)

283.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[xyf007's solution](#)

284.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[xyf007's solution](#)

285.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[xyf007's solution](#)

286.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: two pointers

[xyf007's solution](#)

287.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[xyf007's solution](#)

288.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2019-07-15 · last AC: 2019-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[xyf007's solution](#)

289.

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: binary search, greedy, math, two pointers

[xyf007's solution](#)

290.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · last AC: 2019-06-11 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[xyf007's solution](#)

291.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: bitmasks

[xyf007's solution](#)

292.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,166 global accepts · Rating: 1600 · first AC: 2019-03-16 · last AC: 2019-03-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[xyf007's solution](#)

293.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2019-02-23 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[xyf007's solution](#)

294.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[xyf007's solution](#)

295.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2018-11-26 · last AC: 2018-12-06 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[xyf007's solution](#)

296.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: math

[xyf007's solution](#)

297.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[xyf007's solution](#)

298.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[xyf007's solution](#)

299.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[xyf007's solution](#)

300.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[xyf007's solution](#)

301.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[xyf007's solution](#)

302.

1592C

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

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[xyf007's solution](#)

303.

1579F

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

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[xyf007's solution](#)

304.

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[xyf007's solution](#)

305.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[xyf007's solution](#)

306.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2021-09-03 · last AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[xyf007's solution](#)

307.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[xyf007's solution](#)

308.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[xyf007's solution](#)

309.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[xyf007's solution](#)

310.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[xyf007's solution](#)

311.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[xyf007's solution](#)

312.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: implementation, math
[xyf007's solution](#)

313.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs
[xyf007's solution](#)

314.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1700 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[xyf007's solution](#)

315.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: dp
[xyf007's solution](#)

316.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, shortest paths
[xyf007's solution](#)

317.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,489 global accepts · Rating: 1700 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[xyf007's solution](#)

318.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers
[xyf007's solution](#)

319.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,514 global accepts · Rating: 1700 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: geometry, implementation, math
[xyf007's solution](#)

320.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy
[xyf007's solution](#)

321.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: games, geometry, math
[xyf007's solution](#)

322.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation
[xyf007's solution](#)

323.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[xyf007's solution](#)

324.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,315 global accepts · Rating: 1700 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers
[xyf007's solution](#)

325.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy
[xyf007's solution](#)

326.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[xyf007's solution](#)

327.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2020-07-07 · GNU C++11 (first AC) · Tags: data structures, implementation
[xyf007's solution](#)

328.

1321D

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

Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[xyf007's solution](#)

329.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[xyf007's solution](#)

330.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: math, number theory

[xyf007's solution](#)

331.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[xyf007's solution](#)

332.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[xyf007's solution](#)

333.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[xyf007's solution](#)

334.

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: dp, greedy

[xyf007's solution](#)

335.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · last AC: 2019-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[xyf007's solution](#)

336.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: *special, implementation

[xyf007's solution](#)

337.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: combinatorics, sortings

[xyf007's solution](#)

338.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[xyf007's solution](#)

339.

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[xyf007's solution](#)

340.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[xyf007's solution](#)

341.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory
[xyf007's solution](#)

342.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[xyf007's solution](#)

343.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[xyf007's solution](#)

344.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[xyf007's solution](#)

345.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, two pointers
[xyf007's solution](#)

346.

483B

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

Quality: 4,353 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[xyf007's solution](#)

347.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[xyf007's solution](#)

348.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, number theory
[xyf007's solution](#)

349.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[xyf007's solution](#)

350.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[xyf007's solution](#)

351.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, sortings

[xyf007's solution](#)

352.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · last AC: 2021-09-10 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[xyf007's solution](#)

353.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[xyf007's solution](#)

354.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,597 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[xyf007's solution](#)

355.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[xyf007's solution](#)

356.

1548B

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

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

[xyf007's solution](#)

357.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[xyf007's solution](#)

358.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2020-08-22 · last AC: 2021-07-31 · PyPy 3 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[xyf007's solution](#)

359.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[xyf007's solution](#)

360.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[xyf007's solution](#)

361.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[xyf007's solution](#)

362.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[xyf007's solution](#)

363.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: greedy

[xyf007's solution](#)

364.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2021-04-28 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[xyf007's solution](#)

365.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[xyf007's solution](#)

366.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: data structures, implementation, two pointers

[xyf007's solution](#)

367.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[xyf007's solution](#)

368.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: data structures, strings

[xyf007's solution](#)

369.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[xyf007's solution](#)

370.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: implementation, math, number theory, sortings

[xyf007's solution](#)

371.

220B

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

Quality: 12,888 global accepts · Rating: 1800 · first AC: 2021-02-26 · last AC: 2021-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[xyf007's solution](#)

372.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: math, ternary search

[xyf007's solution](#)

373.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dp, shortest paths

[xyf007's solution](#)

374.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: math, ternary search

[xyf007's solution](#)

375.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[xyf007's solution](#)

376.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[xyf007's solution](#)

377.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[xyf007's solution](#)

378.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[xyf007's solution](#)

379.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[xyf007's solution](#)

380.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: number theory

[xyf007's solution](#)

381.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[xyf007's solution](#)

382.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[xyf007's solution](#)

383.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy

[xyf007's solution](#)

384.

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: implementation, math

[xyf007's solution](#)

385.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,029 global accepts · Rating: 1800 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[xyf007's solution](#)

386.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[xyf007's solution](#)

387.

1304D

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

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

[xyf007's solution](#)

388.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,045 global accepts · Rating: 1800 · first AC: 2019-10-27 · last AC: 2019-10-27 · GNU C++11 (first AC) · Tags: hashing, math, number theory

[xyf007's solution](#)

389.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[xyf007's solution](#)

390.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[xyf007's solution](#)

391.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2019-07-15 · last AC: 2019-07-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, math

[xyf007's solution](#)

392.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[xyf007's solution](#)

393.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-02 · last AC: 2019-06-11 · GNU C++11 (first AC) · Tags: greedy, sortings

[xyf007's solution](#)

394.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-12-30 · last AC: 2018-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[xyf007's solution](#)

395.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: brute force, math

[xyf007's solution](#)

396.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[xyf007's solution](#)

397.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[xyf007's solution](#)

398.

1092F

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

Quality: 10,845 global accepts · Rating: 1900 · first AC: 2021-08-12 · last AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[xyf007's solution](#)

399.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[xyf007's solution](#)

400.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[xyf007's solution](#)

401.

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[xyf007's solution](#)

402.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[xyf007's solution](#)

403.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math
[xyf007's solution](#)

404.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
[xyf007's solution](#)

405.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[xyf007's solution](#)

406.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers
[xyf007's solution](#)

407.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[xyf007's solution](#)

408.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy
[xyf007's solution](#)

409.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[xyf007's solution](#)

410.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp
[xyf007's solution](#)

411.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,018 global accepts · Rating: 1900 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[xyf007's solution](#)

412.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math
[xyf007's solution](#)

413.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers
[xyf007's solution](#)

414.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[xyf007's solution](#)

415.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy
[xyf007's solution](#)

416.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: data structures, implementation
[xyf007's solution](#)

417.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
[xyf007's solution](#)

418.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dp, games, greedy, number theory
[xyf007's solution](#)

419.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · last AC: 2021-04-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers
[xyf007's solution](#)

420.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[xyf007's solution](#)

421.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp
[xyf007's solution](#)

422.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: greedy, math

[xyf007's solution](#)

423.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[xyf007's solution](#)

424.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[xyf007's solution](#)

425.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[xyf007's solution](#)

426.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[xyf007's solution](#)

427.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: greedy

[xyf007's solution](#)

428.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[xyf007's solution](#)

429.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[xyf007's solution](#)

430.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: dp, matrices

[xyf007's solution](#)

431.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[xyf007's solution](#)

432.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: combinatorics, dp

[xyf007's solution](#)

433.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[xyf007's solution](#)

434.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[xyf007's solution](#)

435.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[xyf007's solution](#)

436.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: two pointers

[xyf007's solution](#)

437.

149D

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

Quality: 4,613 global accepts · Rating: 1900 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: dp

[xyf007's solution](#)

438.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: dp

[xyf007's solution](#)

439.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[xyf007's solution](#)

440.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[xyf007's solution](#)

441.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[xyf007's solution](#)

442.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[xyf007's solution](#)

443.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,498 global accepts · Rating: 1900 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, probabilities

[xyf007's solution](#)

444.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[xyf007's solution](#)

445.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[xyf007's solution](#)

446.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-24 · last AC: 2020-06-24 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, trees

[xyf007's solution](#)

447.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[xyf007's solution](#)

448.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-22 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, math

[xyf007's solution](#)

449.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[xyf007's solution](#)

450.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[xyf007's solution](#)

451.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[xyf007's solution](#)

452.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: bitmasks, graphs

[xyf007's solution](#)

453.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[xyf007's solution](#)

454.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[xyf007's solution](#)

455.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[xyf007's solution](#)

456.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[xyf007's solution](#)

457.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[xyf007's solution](#)

458.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[xyf007's solution](#)

459.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[xyf007's solution](#)

460.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[xyf007's solution](#)

461.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[xyf007's solution](#)

462.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, strings

[xyf007's solution](#)

463.

1599C

[Bubble Strike](#) · [Tutorial](#)

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

[xyf007's solution](#)

464.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings,

strings

[xyf007's solution](#)

465.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[xyf007's solution](#)

466.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[xyf007's solution](#)

467.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[xyf007's solution](#)

468.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[xyf007's solution](#)

469.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-07-03 · last AC: 2021-09-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[xyf007's solution](#)

470.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[xyf007's solution](#)

471.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[xyf007's solution](#)

472.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[xyf007's solution](#)

473.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[xyf007's solution](#)

474.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[xyf007's solution](#)

475.

842D

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

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[xyf007's solution](#)

476.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-24 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[xyf007's solution](#)

477.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[xyf007's solution](#)

478.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[xyf007's solution](#)

479.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[xyf007's solution](#)

480.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[xyf007's solution](#)

481.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[xyf007's solution](#)

482.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[xyf007's solution](#)

483.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[xyf007's solution](#)

484.

963B

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

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, greedy, trees

[xyf007's solution](#)

485.

1060E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[xyf007's solution](#)

486.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[xyf007's solution](#)

487.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[xyf007's solution](#)

488.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[xyf007's solution](#)

489.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[xyf007's solution](#)

490.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: dp, strings

[xyf007's solution](#)

491.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,908 global accepts · Rating: 2000 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[xyf007's solution](#)

492.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[xyf007's solution](#)

493.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: data structures, dp

[xyf007's solution](#)

494.

314B

[Sereja and Periods](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, strings

[xyf007's solution](#)

495.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: geometry
[xyf007's solution](#)

496.

263C

[Circle of Numbers](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, implementation
[xyf007's solution](#)

497.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math
[xyf007's solution](#)

498.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math
[xyf007's solution](#)

499.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: brute force, two pointers
[xyf007's solution](#)

500.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[xyf007's solution](#)

501.

248C

[Robo-Footballer](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2000 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: binary search, geometry
[xyf007's solution](#)

502.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: graphs, sortings
[xyf007's solution](#)

503.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 2000 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: bitmasks, data structures
[xyf007's solution](#)

504.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
[xyf007's solution](#)

505.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: flows, graphs
[xyf007's solution](#)

506.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: math, number theory
[xyf007's solution](#)

507.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: dp
[xyf007's solution](#)

508.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: math, probabilities
[xyf007's solution](#)

509.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dp
[xyf007's solution](#)

510.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: brute force
[xyf007's solution](#)

511.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2021-02-17 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu
[xyf007's solution](#)

512.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[xyf007's solution](#)

513.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dp
[xyf007's solution](#)

514.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: combinatorics, math
[xyf007's solution](#)

515.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[xyf007's solution](#)

516.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,629 global accepts · Rating: 2000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[xyf007's solution](#)

517.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dp

[xyf007's solution](#)

518.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[xyf007's solution](#)

519.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[xyf007's solution](#)

520.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: math, number theory, trees

[xyf007's solution](#)

521.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[xyf007's solution](#)

522.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[xyf007's solution](#)

523.

1304E

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

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

[xyf007's solution](#)

524.

236D

[Let's Play Osu!](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[xyf007's solution](#)

525.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[xyf007's solution](#)

526.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[xyf007's solution](#)

527.

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[xyf007's solution](#)

528.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[xyf007's solution](#)

529.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths
[xyf007's solution](#)

530.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-05-18 · last AC: 2019-05-18 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
[xyf007's solution](#)

531.

1130E

[Wrong Answer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[xyf007's solution](#)

532.

197D

[Infinite Maze](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: graphs, hashing
[xyf007's solution](#)

533.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[xyf007's solution](#)

534.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees
[xyf007's solution](#)

535.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[xyf007's solution](#)

536.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[xyf007's solution](#)

537.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[xyf007's solution](#)

538.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[xyf007's solution](#)

539.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2021-08-02 · last AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: dp
[xyf007's solution](#)

540.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
[xyf007's solution](#)

541.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
[xyf007's solution](#)

542.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[xyf007's solution](#)

543.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[xyf007's solution](#)

544.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings
[xyf007's solution](#)

545.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[xyf007's solution](#)

546.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings
[xyf007's solution](#)

547.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[xyf007's solution](#)

548.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[xyf007's solution](#)

549.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[xyf007's solution](#)

550.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[xyf007's solution](#)

551.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2021-08-12 · last AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[xyf007's solution](#)

552.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[xyf007's solution](#)

553.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[xyf007's solution](#)

554.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[xyf007's solution](#)

555.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · last AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[xyf007's solution](#)

556.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[xyf007's solution](#)

557.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[xyf007's solution](#)

558.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[xyf007's solution](#)

559.

1005F

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

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[xyf007's solution](#)

560.

1003E

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

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[xyf007's solution](#)

561.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dp
[xyf007's solution](#)

562.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 2100 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[xyf007's solution](#)

563.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[xyf007's solution](#)

564.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[xyf007's solution](#)

565.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[xyf007's solution](#)

566.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees
[xyf007's solution](#)

567.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[xyf007's solution](#)

568.

342D

[Xenia and Dominoes](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2100 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp
[xyf007's solution](#)

569.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: brute force, geometry
[xyf007's solution](#)

570.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[xyf007's solution](#)

571.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[xyf007's solution](#)

572.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[xyf007's solution](#)

573.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: dp, geometry
[xyf007's solution](#)

574.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: dp
[xyf007's solution](#)

575.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2021-04-28 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: binary search, graphs, shortest paths
[xyf007's solution](#)

576.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[xyf007's solution](#)

577.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: dp
[xyf007's solution](#)

578.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: dp, games

[xyf007's solution](#)

579.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[xyf007's solution](#)

580.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[xyf007's solution](#)

581.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: math, probabilities, sortings

[xyf007's solution](#)

582.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[xyf007's solution](#)

583.

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: dp, implementation

[xyf007's solution](#)

584.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[xyf007's solution](#)

585.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[xyf007's solution](#)

586.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[xyf007's solution](#)

587.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[xyf007's solution](#)

588.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs,

trees

[xyf007's solution](#)

589.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[xyf007's solution](#)

590.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[xyf007's solution](#)

591.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: math, number theory

[xyf007's solution](#)

592.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: data structures

[xyf007's solution](#)

593.

217B

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

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: brute force, math

[xyf007's solution](#)

594.

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[xyf007's solution](#)

595.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[xyf007's solution](#)

596.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[xyf007's solution](#)

597.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2021-02-18 · last AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[xyf007's solution](#)

598.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[xyf007's solution](#)

599.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[xyf007's solution](#)

600.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search
[xyf007's solution](#)

601.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[xyf007's solution](#)

602.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
[xyf007's solution](#)

603.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[xyf007's solution](#)

604.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers
[xyf007's solution](#)

605.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search
[xyf007's solution](#)

606.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings
[xyf007's solution](#)

607.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[xyf007's solution](#)

608.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings
[xyf007's solution](#)

609.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: data structures, dp
[xyf007's solution](#)

610.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[xyf007's solution](#)

611.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
[xyf007's solution](#)

612.

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: flows
[xyf007's solution](#)

613.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
[xyf007's solution](#)

614.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[xyf007's solution](#)

615.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[xyf007's solution](#)

616.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
[xyf007's solution](#)

617.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[xyf007's solution](#)

618.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
[xyf007's solution](#)

619.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[xyf007's solution](#)

620.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[xyf007's solution](#)

621.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees
[xyf007's solution](#)

622.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, trees
[xyf007's solution](#)

623.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, two pointers
[xyf007's solution](#)

624.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp
[xyf007's solution](#)

625.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[xyf007's solution](#)

626.

1234F

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

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[xyf007's solution](#)

627.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[xyf007's solution](#)

628.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings
[xyf007's solution](#)

629.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[xyf007's solution](#)

630.

1154G

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

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[xyf007's solution](#)

631.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[xyf007's solution](#)

632.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[xyf007's solution](#)

633.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[xyf007's solution](#)

634.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[xyf007's solution](#)

635.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[xyf007's solution](#)

636.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2020-07-21 · last AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[xyf007's solution](#)

637.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[xyf007's solution](#)

638.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: greedy, math

[xyf007's solution](#)

639.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: brute force, number theory, trees

[xyf007's solution](#)

640.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[xyf007's solution](#)

641.

305D

[Olya and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: combinatorics, math
[xyf007's solution](#)

642.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2021-04-28 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: data structures
[xyf007's solution](#)

643.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2021-04-23 · last AC: 2021-04-23 · GNU C++11 (first AC) · Tags: implementation
[xyf007's solution](#)

644.

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
[xyf007's solution](#)

645.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees
[xyf007's solution](#)

646.

279D

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

Quality: 856 global accepts · Rating: 2200 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: bitmasks, dp
[xyf007's solution](#)

647.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[xyf007's solution](#)

648.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, graphs
[xyf007's solution](#)

649.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[xyf007's solution](#)

650.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: data structures, implementation
[xyf007's solution](#)

651.

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: games, implementation, math
[xyf007's solution](#)

652.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings
[xyf007's solution](#)

653.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: dfs and similar, implementation
[xyf007's solution](#)

654.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: data structures
[xyf007's solution](#)

655.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, trees
[xyf007's solution](#)

656.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[xyf007's solution](#)

657.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: data structures, math, probabilities
[xyf007's solution](#)

658.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, implementation, math
[xyf007's solution](#)

659.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings
[xyf007's solution](#)

660.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[xyf007's solution](#)

661.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: binary search, interactive
[xyf007's solution](#)

662.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: brute force, data structures
[xyf007's solution](#)

663.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: data structures, greedy, trees
[xyf007's solution](#)

664.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2019-08-17 · last AC: 2020-07-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, strings, trees
[xyf007's solution](#)

665.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[xyf007's solution](#)

666.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: binary search, dp, trees
[xyf007's solution](#)

667.

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: data structures, dp
[xyf007's solution](#)

668.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs
[xyf007's solution](#)

669.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[xyf007's solution](#)

670.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[xyf007's solution](#)

671.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-11-12 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[xyf007's solution](#)

672.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[xyf007's solution](#)

673.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2022-02-03 · last AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, implementation

[xyf007's solution](#)

674.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[xyf007's solution](#)

675.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[xyf007's solution](#)

676.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[xyf007's solution](#)

677.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[xyf007's solution](#)

678.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[xyf007's solution](#)

679.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[xyf007's solution](#)

680.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[xyf007's solution](#)

681.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[xyf007's solution](#)

682.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[xyf007's solution](#)

683.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[xyf007's solution](#)

684.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2020-08-06 · last AC: 2021-09-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[xyf007's solution](#)

685.

438D

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

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[xyf007's solution](#)

686.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[xyf007's solution](#)

687.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[xyf007's solution](#)

688.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[xyf007's solution](#)

689.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[xyf007's solution](#)

690.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[xyf007's solution](#)

691.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: dp, games

[xyf007's solution](#)

692.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[xyf007's solution](#)

693.

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: games

[xyf007's solution](#)

694.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: dp, fft

[xyf007's solution](#)

695.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: binary search, math, number theory

[xyf007's solution](#)

696.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[xyf007's solution](#)

697.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[xyf007's solution](#)

698.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: dp

[xyf007's solution](#)

699.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[xyf007's solution](#)

700.

248D

[Sweets for Everyone!](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2300 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[xyf007's solution](#)

701.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[xyf007's solution](#)

702.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: graphs, hashing, sortings

[xyf007's solution](#)

703.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[xyf007's solution](#)

704.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[xyf007's solution](#)

705.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: flows

[xyf007's solution](#)

706.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[xyf007's solution](#)

707.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[xyf007's solution](#)

708.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[xyf007's solution](#)

709.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[xyf007's solution](#)

710.

1173E1

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

Rating: 2300 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: dp, probabilities

[xyf007's solution](#)

711.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[xyf007's solution](#)

712.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, implementation

[xyf007's solution](#)

713.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2020-07-21 · last AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: flows
[xyf007's solution](#)

714.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: hashing, strings
[xyf007's solution](#)

715.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: binary search, dp
[xyf007's solution](#)

716.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
[xyf007's solution](#)

717.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[xyf007's solution](#)

718.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[xyf007's solution](#)

719.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory
[xyf007's solution](#)

720.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[xyf007's solution](#)

721.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[xyf007's solution](#)

722.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[xyf007's solution](#)

723.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[xyf007's solution](#)

724.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[xyf007's solution](#)

725.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[xyf007's solution](#)

726.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[xyf007's solution](#)

727.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[xyf007's solution](#)

728.

643C

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

Quality: 1,730 global accepts · Rating: 2400 · first AC: 2021-02-11 · last AC: 2021-12-10 · GNU C++11 (first AC) · Tags: dp

[xyf007's solution](#)

729.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2021-10-28 · last AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[xyf007's solution](#)

730.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[xyf007's solution](#)

731.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[xyf007's solution](#)

732.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[xyf007's solution](#)

733.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[xyf007's solution](#)

734.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[xyf007's solution](#)

735.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[xyf007's solution](#)

736.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[xyf007's solution](#)

737.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees, two pointers

[xyf007's solution](#)

738.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[xyf007's solution](#)

739.

1423J

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

Quality: 888 global accepts · Rating: 2400 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[xyf007's solution](#)

740.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[xyf007's solution](#)

741.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[xyf007's solution](#)

742.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2021-04-26 · last AC: 2021-08-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[xyf007's solution](#)

743.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[xyf007's solution](#)

744.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[xyf007's solution](#)

745.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings
[xyf007's solution](#)

746.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees
[xyf007's solution](#)

747.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[xyf007's solution](#)

748.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: graphs, math
[xyf007's solution](#)

749.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms
[xyf007's solution](#)

750.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: data structures, dp
[xyf007's solution](#)

751.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms
[xyf007's solution](#)

752.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, trees
[xyf007's solution](#)

753.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: dp, math, number theory

[xyf007's solution](#)

754.

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: flows, trees

[xyf007's solution](#)

755.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: games, implementation

[xyf007's solution](#)

756.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: dp

[xyf007's solution](#)

757.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2021-04-02 · last AC: 2021-04-02 · GNU C++11 (first AC) · Tags: graphs, math, shortest paths

[xyf007's solution](#)

758.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[xyf007's solution](#)

759.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2021-03-25 · last AC: 2021-03-25 · GNU C++11 (first AC) · Tags: data structures

[xyf007's solution](#)

760.

246E

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

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[xyf007's solution](#)

761.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: data structures, implementation, math, matrices, number theory

[xyf007's solution](#)

762.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: data structures, two pointers

[xyf007's solution](#)

763.

780F

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

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, matrices

[xyf007's solution](#)

764.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2400 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, matrices
[xyf007's solution](#)

765.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: data structures
[xyf007's solution](#)

766.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[xyf007's solution](#)

767.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[xyf007's solution](#)

768.

984E

[Elevator](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[xyf007's solution](#)

769.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2020-07-10 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[xyf007's solution](#)

770.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[xyf007's solution](#)

771.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: hashing, number theory
[xyf007's solution](#)

772.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[xyf007's solution](#)

773.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[xyf007's solution](#)

774.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[xyf007's solution](#)

775.

867E

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

Rating: 2400 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: data structures, greedy
[xyf007's solution](#)

776.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[xyf007's solution](#)

777.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs
[xyf007's solution](#)

778.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[xyf007's solution](#)

779.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry
[xyf007's solution](#)

780.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy
[xyf007's solution](#)

781.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[xyf007's solution](#)

782.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[xyf007's solution](#)

783.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
[xyf007's solution](#)

784.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[xyf007's solution](#)

785.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft

[xyf007's solution](#)

786.

433E

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[xyf007's solution](#)

787.

596E

[Wilbur and Strings](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2500 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, strings

[xyf007's solution](#)

788.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[xyf007's solution](#)

789.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-10-28 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[xyf007's solution](#)

790.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[xyf007's solution](#)

791.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[xyf007's solution](#)

792.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[xyf007's solution](#)

793.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[xyf007's solution](#)

794.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[xyf007's solution](#)

795.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[xyf007's solution](#)

796.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[xyf007's solution](#)

797.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[xyf007's solution](#)

798.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: dp, matrices

[xyf007's solution](#)

799.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: brute force, data structures

[xyf007's solution](#)

800.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: data structures

[xyf007's solution](#)

801.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[xyf007's solution](#)

802.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[xyf007's solution](#)

803.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[xyf007's solution](#)

804.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[xyf007's solution](#)

805.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2021-05-02 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, shortest paths

[xyf007's solution](#)

806.

301C

[Yaroslav and Algorithm](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2500 · first AC: 2021-04-28 · PyPy 3 (first AC) · Tags: constructive algorithms

[xyf007's solution](#)

807.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: data structures

[xyf007's solution](#)

808.

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[xyf007's solution](#)

809.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[xyf007's solution](#)

810.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[xyf007's solution](#)

811.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[xyf007's solution](#)

812.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: data structures, math

[xyf007's solution](#)

813.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: dp, two pointers

[xyf007's solution](#)

814.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2021-04-01 · last AC: 2021-04-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[xyf007's solution](#)

815.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2020-07-08 · last AC: 2020-11-15 · GNU C++11 (first AC) · Tags: data structures, implementation

[xyf007's solution](#)

816.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[xyf007's solution](#)

817.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[xyf007's solution](#)

818.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: dp, number theory

[xyf007's solution](#)

819.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, sortings

[xyf007's solution](#)

820.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[xyf007's solution](#)

821.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[xyf007's solution](#)

822.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[xyf007's solution](#)

823.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[xyf007's solution](#)

824.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[xyf007's solution](#)

825.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[xyf007's solution](#)

826.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[xyf007's solution](#)

827.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[xyf007's solution](#)

828.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: math

[xyf007's solution](#)

829.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2600 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[xyf007's solution](#)

830.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[xyf007's solution](#)

831.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[xyf007's solution](#)

832.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[xyf007's solution](#)

833.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[xyf007's solution](#)

834.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[xyf007's solution](#)

835.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[xyf007's solution](#)

836.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[xyf007's solution](#)

837.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[xyf007's solution](#)

838.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[xyf007's solution](#)

839.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[xyf007's solution](#)

840.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[xyf007's solution](#)

841.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[xyf007's solution](#)

842.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2021-08-06 · last AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[xyf007's solution](#)

843.

3D

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

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[xyf007's solution](#)

844.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[xyf007's solution](#)

845.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2600 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[xyf007's solution](#)

846.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[xyf007's solution](#)

847.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[xyf007's solution](#)

848.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: data structures

[xyf007's solution](#)

849.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2021-05-08 · last AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[xyf007's solution](#)

850.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[xyf007's solution](#)

851.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: data structures, math

[xyf007's solution](#)

852.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: data structures, sortings

[xyf007's solution](#)

853.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[xyf007's solution](#)

854.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings

[xyf007's solution](#)

855.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dp

[xyf007's solution](#)

856.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[xyf007's solution](#)

857.

248E

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

Quality: 642 global accepts · Rating: 2600 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[xyf007's solution](#)

858.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: bitmasks, interactive, number theory

[xyf007's solution](#)

859.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[xyf007's solution](#)

860.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[xyf007's solution](#)

861.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: geometry, number theory

[xyf007's solution](#)

862.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[xyf007's solution](#)

863.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[xyf007's solution](#)

864.

1173E2

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

Rating: 2600 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: dp, probabilities

[xyf007's solution](#)

865.

1023F

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

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[xyf007's solution](#)

866.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2020-07-21 · last AC: 2020-07-21 · GNU C++11 (first AC) · Tags: flows, graphs

[xyf007's solution](#)

867.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: combinatorics, dp

[xyf007's solution](#)

868.

528C

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

Rating: 2600 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[xyf007's solution](#)

869.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[xyf007's solution](#)

870.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2021-11-12 · last AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, string suffix structures

[xyf007's solution](#)

871.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[xyf007's solution](#)

872.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[xyf007's solution](#)

873.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[xyf007's solution](#)

874.

524F

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

Quality: 594 global accepts · Rating: 2700 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[xyf007's solution](#)

875.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-12-09 · last AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings

[xyf007's solution](#)

876.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[xyf007's solution](#)

877.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[xyf007's solution](#)

878.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[xyf007's solution](#)

879.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, math, sortings

[xyf007's solution](#)

880.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[xyf007's solution](#)

881.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2021-03-05 · last AC: 2022-01-08 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[xyf007's solution](#)

882.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[xyf007's solution](#)

883.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[xyf007's solution](#)

884.

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[xyf007's solution](#)

885.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[xyf007's solution](#)

886.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[xyf007's solution](#)

887.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[xyf007's solution](#)

888.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[xyf007's solution](#)

889.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, trees

[xyf007's solution](#)

890.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[xyf007's solution](#)

891.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[xyf007's solution](#)

892.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[xyf007's solution](#)

893.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[xyf007's solution](#)

894.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[xyf007's solution](#)

895.

333C

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Quality: 420 global accepts · Rating: 2700 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[xyf007's solution](#)

896.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory
[xyf007's solution](#)

897.

1514E

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Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers
[xyf007's solution](#)

898.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: math
[xyf007's solution](#)

899.

1451F

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

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, games
[xyf007's solution](#)

900.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[xyf007's solution](#)

901.

995F

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

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees
[xyf007's solution](#)

902.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: data structures, implementation, trees
[xyf007's solution](#)

903.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: data structures
[xyf007's solution](#)

904.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[xyf007's solution](#)

905.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[xyf007's solution](#)

906.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs

[xyf007's solution](#)

907.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[xyf007's solution](#)

908.

1379F2

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

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-03-13 · last AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[xyf007's solution](#)

909.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[xyf007's solution](#)

910.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[xyf007's solution](#)

911.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[xyf007's solution](#)

912.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[xyf007's solution](#)

913.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[xyf007's solution](#)

914.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[xyf007's solution](#)

915.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[xyf007's solution](#)

916.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[xyf007's solution](#)

917.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[xyf007's solution](#)

918.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees
[xyf007's solution](#)

919.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2020-08-06 · last AC: 2021-10-28 · GNU C++11 (first AC) · Tags: data structures
[xyf007's solution](#)

920.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[xyf007's solution](#)

921.

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy
[xyf007's solution](#)

922.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[xyf007's solution](#)

923.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[xyf007's solution](#)

924.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[xyf007's solution](#)

925.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings
[xyf007's solution](#)

926.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2021-04-25 · last AC: 2021-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math

[xyf007's solution](#)

927.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation

[xyf007's solution](#)

928.

261E

[Maxim and Calculator](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2800 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, two pointers

[xyf007's solution](#)

929.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[xyf007's solution](#)

930.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: dsu, implementation

[xyf007's solution](#)

931.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[xyf007's solution](#)

932.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[xyf007's solution](#)

933.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[xyf007's solution](#)

934.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[xyf007's solution](#)

935.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[xyf007's solution](#)

936.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-02-27 · last AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory

[xyf007's solution](#)

937.

932G

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

Quality: 1,181 global accepts · Rating: 2900 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[xyf007's solution](#)

938.

238D

[Tape Programming](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[xyf007's solution](#)

939.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[xyf007's solution](#)

940.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[xyf007's solution](#)

941.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[xyf007's solution](#)

942.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[xyf007's solution](#)

943.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[xyf007's solution](#)

944.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[xyf007's solution](#)

945.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[xyf007's solution](#)

946.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[xyf007's solution](#)

947.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[xyf007's solution](#)

948.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[xyf007's solution](#)

949.

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: dp, greedy, math

[xyf007's solution](#)

950.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle

[xyf007's solution](#)

951.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[xyf007's solution](#)

952.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: bitmasks

[xyf007's solution](#)

953.

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[xyf007's solution](#)

954.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[xyf007's solution](#)

955.

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[xyf007's solution](#)

956.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[xyf007's solution](#)

957.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, math
[xyf007's solution](#)

958.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers
[xyf007's solution](#)

959.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[xyf007's solution](#)

960.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures
[xyf007's solution](#)

961.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[xyf007's solution](#)

962.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[xyf007's solution](#)

963.

167D

[Wizards and Roads](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3000 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graph matchings, graphs, greedy
[xyf007's solution](#)

964.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[xyf007's solution](#)

965.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[xyf007's solution](#)

966.

771E

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

Quality: 621 global accepts · Rating: 3000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[xyf007's solution](#)

967.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[xyf007's solution](#)

968.

1569F

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

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[xyf007's solution](#)

969.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[xyf007's solution](#)

970.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2021-04-30 · last AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[xyf007's solution](#)

971.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, greedy

[xyf007's solution](#)

972.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, matrices

[xyf007's solution](#)

973.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[xyf007's solution](#)

974.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[xyf007's solution](#)

975.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[xyf007's solution](#)

976.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[xyf007's solution](#)

977.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[xyf007's solution](#)

978.

269E

[String Theory](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3100 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, strings

[xyf007's solution](#)

979.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[xyf007's solution](#)

980.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[xyf007's solution](#)

981.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[xyf007's solution](#)

982.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[xyf007's solution](#)

983.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[xyf007's solution](#)

984.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, math

[xyf007's solution](#)

985.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: data structures

[xyf007's solution](#)

986.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[xyf007's solution](#)

987.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-03-25 · last AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[xyf007's solution](#)

988.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-02-06 · last AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[xyf007's solution](#)

989.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[xyf007's solution](#)

990.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[xyf007's solution](#)

991.

1286E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[xyf007's solution](#)

992.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, strings

[xyf007's solution](#)

993.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[xyf007's solution](#)

994.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, trees

[xyf007's solution](#)

995.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[xyf007's solution](#)

996.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[xyf007's solution](#)

997.

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[xyf007's solution](#)

998.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[xyf007's solution](#)

999.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[xyf007's solution](#)

1000.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows, greedy
[xyf007's solution](#)

1001.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[xyf007's solution](#)

1002.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[xyf007's solution](#)

1003.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp
[xyf007's solution](#)

1004.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[xyf007's solution](#)

1005.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[xyf007's solution](#)

1006.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[xyf007's solution](#)

1007.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings
[xyf007's solution](#)

1008.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: data structures, trees

[xyf007's solution](#)

1009.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[xyf007's solution](#)

1010.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs
[xyf007's solution](#)

1011.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[xyf007's solution](#)

1012.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: math
[xyf007's solution](#)

1013.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[xyf007's solution](#)

1014.

102992H

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

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[xyf007's solution](#)

1015.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[xyf007's solution](#)

1016.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[xyf007's solution](#)

1017.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[xyf007's solution](#)

1018.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[xyf007's solution](#)

1019.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[xyf007's solution](#)

1020.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[xyf007's solution](#)

1021.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices

[xyf007's solution](#)

1022.

undefined438

[The Glorious Karlutka River =\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: *special

[xyf007's solution](#)

1023.

1663G

[Six Characters](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2022-04-01 · JavaScript (first AC) · Tags: *special, constructive algorithms, strings

[xyf007's solution](#)

1024.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, strings

[xyf007's solution](#)

1025.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, combinatorics, dp, math

[xyf007's solution](#)

1026.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

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1027.

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Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation, math

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1031.

undefined216

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1032.

undefined206

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Rating: — · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: *special

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1033.

undefined128

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Rating: — · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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1034.

101471J

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Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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1035.

undefined313

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Rating: — · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

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1036.

102538H

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Rating: — · first AC: 2022-01-23 · last AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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1037.

100543K

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Rating: — · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

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1038.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

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1039.

undefined171

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Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: *special

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1040.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[xyf007's solution](#)

1041.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: *special

[xyf007's solution](#)

1042.

100739H

[Hard Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: —

[xyf007's solution](#)

1043.

undefined307

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: —

[xyf007's solution](#)

1044.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · GNU C++11 (first AC) · Tags: —

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1045.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation

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1046.

391A

[Genetic Engineering](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: — · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation, two pointers

[xyf007's solution](#)

1047.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[xyf007's solution](#)