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Unique solved — xyx0711

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1.

1774A

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2.

1656A

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3.

1517A

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4.

1473A

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5.

1428A

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6.

1421A

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7.

1305A

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8.

1307A

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9.

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10.

1284A

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12.

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15.

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18.

1017A

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19.

747A

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20.

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21.

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22.

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24.

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25.

1107A

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26.

747B

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28.

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29.

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32.

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35.

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36.

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37.

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42.

1446A

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43.

1381A1

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44.

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46.

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47.

1236C

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48.

1107C

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49.

747C

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50.

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51.

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52.

1517C

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53.

1456A

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54.

1320A

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55.

1292A

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56.

1284B

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57.

1270C

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58.

1276A

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59.

1167B

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60.

1167C

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61.

1104C

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62.

1091C

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63.

1774B

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64.

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66.

1439A1

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67.

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68.

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69.

1416A

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70.

1340A

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71.

1338A

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72.

1313C1

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73.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

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74.

1264A

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75.

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76.

1236B

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77.

1167D

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78.

1106D

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79.

1106B

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80.

1782C

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81.

1787C

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82.

1458A

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83.

1246A

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84.

1290A

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85.

1483A

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86.

1503A

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87.

1344A

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88.

1396A

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89.

1349A

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90.

1305C

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91.

1295C

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92.

1284C

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93.

1198A

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94.

1198B

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95.

1138D

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96.

1138C

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97.

1268A

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98.

1329B

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99.

1464A

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100.

1479A

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101.

1503B

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102.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[xyx0711's solution](#)

103.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[xyx0711's solution](#)

104.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[xyx0711's solution](#)

105.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[xyx0711's solution](#)

106.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[xyx0711's solution](#)

107.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[xyx0711's solution](#)

108.

1320B

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

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

[xyx0711's solution](#)

109.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xyx0711's solution](#)

110.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[xyx0711's solution](#)

111.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[xyx0711's solution](#)

112.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xyx0711's solution](#)

113.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[xyx0711's solution](#)

114.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[xyx0711's solution](#)

115.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[xyx0711's solution](#)

116.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[xyx0711's solution](#)

117.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[xyx0711's solution](#)

118.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[xyx0711's solution](#)

119.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: *special
[xyx0711's solution](#)

120.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math
[xyx0711's solution](#)

121.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings
[xyx0711's solution](#)

122.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[xyx0711's solution](#)

123.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[xyx0711's solution](#)

124.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: geometry

[xyx0711's solution](#)

125.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-05-12 · last AC: 2021-05-12 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[xyx0711's solution](#)

126.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[xyx0711's solution](#)

127.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[xyx0711's solution](#)

128.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[xyx0711's solution](#)

129.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xyx0711's solution](#)

130.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-04-26 · last AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[xyx0711's solution](#)

131.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[xyx0711's solution](#)

132.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[xyx0711's solution](#)

133.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[xyx0711's solution](#)

134.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[xyx0711's solution](#)

135.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[xyx0711's solution](#)

136.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[xyx0711's solution](#)

137.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[xyx0711's solution](#)

138.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[xyx0711's solution](#)

139.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[xyx0711's solution](#)

140.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[xyx0711's solution](#)

141.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[xyx0711's solution](#)

142.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[xyx0711's solution](#)

143.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: dp, implementation, math, number theory

[xyx0711's solution](#)

144.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: dp, greedy, sortings
[xyx0711's solution](#)

145.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[xyx0711's solution](#)

146.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[xyx0711's solution](#)

147.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation
[xyx0711's solution](#)

148.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[xyx0711's solution](#)

149.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: data structures, greedy
[xyx0711's solution](#)

150.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-04-26 · last AC: 2021-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[xyx0711's solution](#)

151.

1483B

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Rating: 1900 · first AC: 2021-04-23 · last AC: 2021-04-23 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation
[xyx0711's solution](#)

152.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: games, greedy
[xyx0711's solution](#)

153.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
[xyx0711's solution](#)

154.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[xyx0711's solution](#)

155.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[xyx0711's solution](#)

156.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[xyx0711's solution](#)

157.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[xyx0711's solution](#)

158.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[xyx0711's solution](#)

159.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[xyx0711's solution](#)

160.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[xyx0711's solution](#)

161.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[xyx0711's solution](#)

162.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[xyx0711's solution](#)

163.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[xyx0711's solution](#)

164.

1307D

[Cow and Fields](#) · [Tutorial](#)

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

[xyx0711's solution](#)

165.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[xyx0711's solution](#)

166.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[xyx0711's solution](#)

167.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[xyx0711's solution](#)

168.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[xyx0711's solution](#)

169.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-05-21 · last AC: 2021-05-21 · GNU C++11 (first AC) · Tags: dp, greedy, math

[xyx0711's solution](#)

170.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: dp

[xyx0711's solution](#)

171.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[xyx0711's solution](#)

172.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[xyx0711's solution](#)

173.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[xyx0711's solution](#)

174.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[xyx0711's solution](#)

175.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[xyx0711's solution](#)

176.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[xyx0711's solution](#)

177.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[xyx0711's solution](#)

178.

1320C

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

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

[xyx0711's solution](#)

179.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[xyx0711's solution](#)

180.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[xyx0711's solution](#)

181.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: binary search, interactive, math

[xyx0711's solution](#)

182.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[xyx0711's solution](#)

183.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[xyx0711's solution](#)

184.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
[xyx0711's solution](#)

185.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[xyx0711's solution](#)

186.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy
[xyx0711's solution](#)

187.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[xyx0711's solution](#)

188.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[xyx0711's solution](#)

189.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
[xyx0711's solution](#)

190.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[xyx0711's solution](#)

191.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[xyx0711's solution](#)

192.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[xyx0711's solution](#)

193.

1785C

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

Rating: 2200 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[xyx0711's solution](#)

194.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: data structures, dp
[xyx0711's solution](#)

195.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
[xyx0711's solution](#)

196.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[xyx0711's solution](#)

197.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
[xyx0711's solution](#)

198.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[xyx0711's solution](#)

199.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
[xyx0711's solution](#)

200.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[xyx0711's solution](#)

201.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[xyx0711's solution](#)

202.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[xyx0711's solution](#)

203.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[xyx0711's solution](#)

204.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[xyx0711's solution](#)

205.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[xyx0711's solution](#)

206.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: binary search, data structures
[xyx0711's solution](#)

207.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[xyx0711's solution](#)

208.

1495C

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

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[xyx0711's solution](#)

209.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[xyx0711's solution](#)

210.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[xyx0711's solution](#)

211.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[xyx0711's solution](#)

212.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[xyx0711's solution](#)

213.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[xyx0711's solution](#)

214.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[xyx0711's solution](#)

215.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[xyx0711's solution](#)

216.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: dp

[xyx0711's solution](#)

217.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[xyx0711's solution](#)

218.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xyx0711's solution](#)

219.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: implementation, interactive

[xyx0711's solution](#)

220.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[xyx0711's solution](#)

221.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[xyx0711's solution](#)

222.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[xyx0711's solution](#)

223.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[xyx0711's solution](#)

224.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[xyx0711's solution](#)

225.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[xyx0711's solution](#)

226.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[xyx0711's solution](#)

227.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[xyx0711's solution](#)

228.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[xyx0711's solution](#)

229.

1263F

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

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[xyx0711's solution](#)

230.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[xyx0711's solution](#)

231.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[xyx0711's solution](#)

232.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[xyx0711's solution](#)

233.

1787F

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

Quality: 801 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[xyx0711's solution](#)

234.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[xyx0711's solution](#)

235.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers
[xyx0711's solution](#)

236.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms
[xyx0711's solution](#)

237.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[xyx0711's solution](#)

238.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: dp, graphs, greedy
[xyx0711's solution](#)

239.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[xyx0711's solution](#)

240.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[xyx0711's solution](#)

241.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
[xyx0711's solution](#)

242.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[xyx0711's solution](#)

243.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[xyx0711's solution](#)

244.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings
[xyx0711's solution](#)

245.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation
[xyx0711's solution](#)

246.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu
[xyx0711's solution](#)

247.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[xyx0711's solution](#)

248.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[xyx0711's solution](#)

249.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[xyx0711's solution](#)

250.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: combinatorics, dp
[xyx0711's solution](#)

251.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
[xyx0711's solution](#)

252.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs
[xyx0711's solution](#)

253.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[xyx0711's solution](#)

254.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[xyx0711's solution](#)

255.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[xyx0711's solution](#)

256.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[xyx0711's solution](#)

257.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[xyx0711's solution](#)

258.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[xyx0711's solution](#)

259.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[xyx0711's solution](#)

260.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[xyx0711's solution](#)

261.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[xyx0711's solution](#)

262.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: math, matrices

[xyx0711's solution](#)

263.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[xyx0711's solution](#)

264.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[xyx0711's solution](#)

265.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[xyx0711's solution](#)

266.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
[xyx0711's solution](#)

267.

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers
[xyx0711's solution](#)

268.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[xyx0711's solution](#)

269.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[xyx0711's solution](#)

270.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[xyx0711's solution](#)

271.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[xyx0711's solution](#)

272.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[xyx0711's solution](#)

273.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[xyx0711's solution](#)

274.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: games, math
[xyx0711's solution](#)

275.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp
[xyx0711's solution](#)

276.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[xyx0711's solution](#)

277.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[xyx0711's solution](#)

278.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-05-13 · last AC: 2021-05-13 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers
[xyx0711's solution](#)

279.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[xyx0711's solution](#)

280.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[xyx0711's solution](#)

281.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry
[xyx0711's solution](#)

282.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities
[xyx0711's solution](#)

283.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees
[xyx0711's solution](#)

284.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[xyx0711's solution](#)

285.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees
[xyx0711's solution](#)

286.

1290D

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

Quality: 948 global accepts · Rating: 3000 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, interactive
[xyx0711's solution](#)

287.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[xyx0711's solution](#)

288.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, sortings
[xyx0711's solution](#)

289.

1442E

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

Quality: 789 global accepts · Rating: 3000 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[xyx0711's solution](#)

290.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
[xyx0711's solution](#)

291.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities
[xyx0711's solution](#)

292.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-03-07 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, games
[xyx0711's solution](#)

293.

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2021-05-21 · last AC: 2021-05-21 · GNU C++11 (first AC) · Tags: combinatorics, strings
[xyx0711's solution](#)

294.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: data structures, games
[xyx0711's solution](#)

295.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy
[xyx0711's solution](#)

296.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[xyx0711's solution](#)

297.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[xyx0711's solution](#)

298.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[xyx0711's solution](#)

299.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees
[xyx0711's solution](#)

300.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: fft, math, matrices
[xyx0711's solution](#)

301.

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: fft, math, number theory
[xyx0711's solution](#)

302.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[xyx0711's solution](#)

303.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees
[xyx0711's solution](#)

304.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, math
[xyx0711's solution](#)

305.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: binary search, dp, interactive

[xyx0711's solution](#)

306.

1495E

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

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[xyx0711's solution](#)

307.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-04-13 · last AC: 2021-04-14 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[xyx0711's solution](#)

308.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: fft, math

[xyx0711's solution](#)

309.

1286E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: data structures, strings

[xyx0711's solution](#)

310.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: dp, fft, graphs, math, probabilities

[xyx0711's solution](#)

311.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: games, graphs

[xyx0711's solution](#)

312.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: data structures, games

[xyx0711's solution](#)

313.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[xyx0711's solution](#)

314.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[xyx0711's solution](#)

315.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[xyx0711's solution](#)

316.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-02-28 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, geometry
[xyx0711's solution](#)

317.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures
[xyx0711's solution](#)

318.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: data structures
[xyx0711's solution](#)

319.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2021-04-30 · last AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[xyx0711's solution](#)

320.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[xyx0711's solution](#)

321.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees
[xyx0711's solution](#)

322.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math
[xyx0711's solution](#)

323.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees
[xyx0711's solution](#)

324.

1785F

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

Rating: 3400 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, two pointers
[xyx0711's solution](#)

325.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[xyx0711's solution](#)

326.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3400 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: interactive, math
[xyx0711's solution](#)

327.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees
[xyx0711's solution](#)

328.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory
[xyx0711's solution](#)

329.

715E

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

Quality: 454 global accepts · Rating: 3400 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math
[xyx0711's solution](#)

330.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: fft, graphs, trees
[xyx0711's solution](#)

331.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[xyx0711's solution](#)

332.

1458F

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

Quality: 441 global accepts · Rating: 3500 · first AC: 2021-05-23 · last AC: 2021-05-23 · GNU C++11 (first AC) · Tags: data structures, trees
[xyx0711's solution](#)

333.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[xyx0711's solution](#)

334.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: dp
[xyx0711's solution](#)

335.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: data structures, trees
[xyx0711's solution](#)

336.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: combinatorics, fft, math, probabilities
[xyx0711's solution](#)

337.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp
[xyx0711's solution](#)

338.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities
[xyx0711's solution](#)

339.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[xyx0711's solution](#)

340.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation
[xyx0711's solution](#)

341.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: games, interactive
[xyx0711's solution](#)

342.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: games
[xyx0711's solution](#)

343.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math
[xyx0711's solution](#)

344.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math, number theory
[xyx0711's solution](#)

345.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[xyx0711's solution](#)

346.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

347.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

348.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

349.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

350.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

351.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

352.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

353.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

354.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[xyx0711's solution](#)

355.

102511B

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

Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[xyx0711's solution](#)

356.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[xyx0711's solution](#)

357.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[xyx0711's solution](#)

358.

102431G

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

359.

102431C

[Mr. Panda and Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

360.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

361.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

362.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

363.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

364.

102055E

[Mr. Panda and Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

365.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

366.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

367.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

368.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[xyx0711's solution](#)

369.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

370.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

371.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[xyx0711's solution](#)

372.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

373.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

374.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

375.

102394I

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

Rating: — · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

376.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

377.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

378.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

379.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[xyx0711's solution](#)

380.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

381.

102411M

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

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

382.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

383.

102307D

[Do Not Try This Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

384.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

385.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

386.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

387.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

388.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

389.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[xyx0711's solution](#)

390.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[xyx0711's solution](#)

391.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[xyx0711's solution](#)

392.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

393.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++ (first AC) · Tags: —

[xyx0711's solution](#)

394.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[xyx0711's solution](#)

395.

100114E

[Multiplication Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

396.

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[xyx0711's solution](#)

397.

100114D

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[xyx0711's solution](#)

398.

100114H

[Milestones](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

399.

100114G

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[xyx0711's solution](#)

400.

100114C

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

401.

100114B

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

402.

100114A

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

403.

101138E

[Bravebeart](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)

404.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[xyx0711's solution](#)