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Unique solved — yanchengzhi

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1.

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1734A

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1719B

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1623A

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4A

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86.

2210B

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88.

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89.

1779B

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1747B

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1732B
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1697B
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Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[yanchengzhi's solution](#)
- 96.**
1689B
[Mystic Permutation](#) · [Tutorial](#)
Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[yanchengzhi's solution](#)
- 97.**
1696B
[NIT Destroys the Universe](#) · [Tutorial](#)
Quality: 36,314 global accepts · Rating: 900 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[yanchengzhi's solution](#)
- 98.**
1679A
[AvtoBus](#) · [Tutorial](#)
Quality: 40,164 global accepts · Rating: 900 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[yanchengzhi's solution](#)
- 99.**
1624B
[Make AP](#) · [Tutorial](#)
Quality: 52,933 global accepts · Rating: 900 · first AC: 2022-01-14 · last AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[yanchengzhi's solution](#)
- 100.**
1589C
[Two Arrays](#) · [Tutorial](#)
Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[yanchengzhi's solution](#)
- 101.**
1582B
[Luntik and Subsequences](#) · [Tutorial](#)
Quality: 33,360 global accepts · Rating: 900 · first AC: 2021-10-24 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[yanchengzhi's solution](#)
- 102.**
2005B1
[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)
Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[yanchengzhi's solution](#)

103.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yanchengzhi's solution](#)

104.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yanchengzhi's solution](#)

105.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[yanchengzhi's solution](#)

106.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yanchengzhi's solution](#)

107.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[yanchengzhi's solution](#)

108.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[yanchengzhi's solution](#)

109.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,602 global accepts · Rating: 1000 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[yanchengzhi's solution](#)

110.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-08-01 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[yanchengzhi's solution](#)

111.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[yanchengzhi's solution](#)

112.

1690D

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

Quality: 47,020 global accepts · Rating: 1000 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[yanchengzhi's solution](#)

113.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[yanchengzhi's solution](#)

114.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[yanchengzhi's solution](#)

115.

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[yanchengzhi's solution](#)

116.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-08 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yanchengzhi's solution](#)

117.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yanchengzhi's solution](#)

118.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[yanchengzhi's solution](#)

119.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,852 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[yanchengzhi's solution](#)

120.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,098 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[yanchengzhi's solution](#)

121.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[yanchengzhi's solution](#)

122.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[yanchengzhi's solution](#)

123.

1686C

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

Rating: 1100 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yanchengzhi's solution](#)

124.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-19 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[yanchengzhi's solution](#)

125.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,395 global accepts · Rating: 1100 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[yanchengzhi's solution](#)

126.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,066 global accepts · Rating: 1100 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[yanchengzhi's solution](#)

127.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-07 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[yanchengzhi's solution](#)

128.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,767 global accepts · Rating: 1100 · first AC: 2022-05-02 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[yanchengzhi's solution](#)

129.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-18 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[yanchengzhi's solution](#)

130.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[yanchengzhi's solution](#)

131.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[yanchengzhi's solution](#)

132.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yanchengzhi's solution](#)

133.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[yanchengzhi's solution](#)

134.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-14 · last AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[yanchengzhi's solution](#)

135.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[yanchengzhi's solution](#)

136.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,397 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[yanchengzhi's solution](#)

137.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

138.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[yanchengzhi's solution](#)

139.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[yanchengzhi's solution](#)

140.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,783 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[yanchengzhi's solution](#)

141.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[yanchengzhi's solution](#)

142.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[yanchengzhi's solution](#)

143.

1734C

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

Quality: 28,627 global accepts · Rating: 1200 · first AC: 2022-09-23 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[yanchengzhi's solution](#)

144.

1713C

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

Quality: 18,872 global accepts · Rating: 1200 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[yanchengzhi's solution](#)

145.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-08-01 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[yanchengzhi's solution](#)

146.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,276 global accepts · Rating: 1200 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[yanchengzhi's solution](#)

147.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-20 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[yanchengzhi's solution](#)

148.

1679B

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

Quality: 27,427 global accepts · Rating: 1200 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[yanchengzhi's solution](#)

149.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[yanchengzhi's solution](#)

150.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[yanchengzhi's solution](#)

151.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-18 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[yanchengzhi's solution](#)

152.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[yanchengzhi's solution](#)

153.

1582C

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

Quality: 23,643 global accepts · Rating: 1200 · first AC: 2021-10-24 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[yanchengzhi's solution](#)

154.

1581B

[Diameter of Graph](#) · Tutorial

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[yanchengzhi's solution](#)

155.

1470A

[Strange Birthday Party](#) · Tutorial

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[yanchengzhi's solution](#)

156.

1774C

[Ice and Fire](#) · Tutorial

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[yanchengzhi's solution](#)

157.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[yanchengzhi's solution](#)

158.

1746C

[Permutation Operations](#) · Tutorial

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yanchengzhi's solution](#)

159.

1698C

[3SUM Closure](#) · Tutorial

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-29 · last AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[yanchengzhi's solution](#)

160.

1692F

[3SUM](#) · Tutorial

Quality: 27,145 global accepts · Rating: 1300 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[yanchengzhi's solution](#)

161.

1693A

[Directional Increase](#) · Tutorial

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yanchengzhi's solution](#)

162.

1694C

[Directional Increase](#) · Tutorial

Rating: 1300 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yanchengzhi's solution](#)

163.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[yanchengzhi's solution](#)

164.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[yanchengzhi's solution](#)

165.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[yanchengzhi's solution](#)

166.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[yanchengzhi's solution](#)

167.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[yanchengzhi's solution](#)

168.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math
[yanchengzhi's solution](#)

169.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[yanchengzhi's solution](#)

170.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[yanchengzhi's solution](#)

171.

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[yanchengzhi's solution](#)

172.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[yanchengzhi's solution](#)

173.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[yanchengzhi's solution](#)

174.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[yanchengzhi's solution](#)

175.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[yanchengzhi's solution](#)

176.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[yanchengzhi's solution](#)

177.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[yanchengzhi's solution](#)

178.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[yanchengzhi's solution](#)

179.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[yanchengzhi's solution](#)

180.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[yanchengzhi's solution](#)

181.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[yanchengzhi's solution](#)

182.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[yanchengzhi's solution](#)

183.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yanchengzhi's solution](#)

184.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[yanchengzhi's solution](#)

185.

1771B

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

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[yanchengzhi's solution](#)

186.

1719C

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

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[yanchengzhi's solution](#)

187.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[yanchengzhi's solution](#)

188.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[yanchengzhi's solution](#)

189.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[yanchengzhi's solution](#)

190.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yanchengzhi's solution](#)

191.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[yanchengzhi's solution](#)

192.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,403 global accepts · Rating: 1400 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[yanchengzhi's solution](#)

193.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

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194.

1682C

[LIS or Reverse LIS? · Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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195.

1676H1

[Maximum Crossings \(Easy Version\) · Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[yanchengzhi's solution](#)

196.

1679C

[Rooks Defenders · Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[yanchengzhi's solution](#)

197.

1670C

[Where is the Pizza? · Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-07 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[yanchengzhi's solution](#)

198.

1519C

[Berland Regional · Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[yanchengzhi's solution](#)

199.

1644C

[Increase Subarray Sums · Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[yanchengzhi's solution](#)

200.

1634B

[Fortune Telling · Tutorial](#)

Quality: 22,299 global accepts · Rating: 1400 · first AC: 2022-02-08 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[yanchengzhi's solution](#)

201.

1627C

[Not Assigning · Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[yanchengzhi's solution](#)

202.

1624D

[Palindromes Coloring · Tutorial](#)

Quality: 19,078 global accepts · Rating: 1400 · first AC: 2022-01-14 · last AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[yanchengzhi's solution](#)

203.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,573 global accepts · Rating: 1400 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[yanchengzhi's solution](#)

204.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[yanchengzhi's solution](#)

205.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[yanchengzhi's solution](#)

206.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[yanchengzhi's solution](#)

207.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[yanchengzhi's solution](#)

208.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[yanchengzhi's solution](#)

209.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[yanchengzhi's solution](#)

210.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[yanchengzhi's solution](#)

211.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[yanchengzhi's solution](#)

212.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[yanchengzhi's solution](#)

213.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[yanchengzhi's solution](#)

214.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,852 global accepts · Rating: 1500 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yanchengzhi's solution](#)

215.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[yanchengzhi's solution](#)

216.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yanchengzhi's solution](#)

217.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[yanchengzhi's solution](#)

218.

1690E

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

Quality: 16,987 global accepts · Rating: 1500 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[yanchengzhi's solution](#)

219.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[yanchengzhi's solution](#)

220.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[yanchengzhi's solution](#)

221.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-05-02 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[yanchengzhi's solution](#)

222.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[yanchengzhi's solution](#)

223.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[yanchengzhi's solution](#)

224.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[yanchengzhi's solution](#)

225.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-08 · last AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[yanchengzhi's solution](#)

226.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy
[yanchengzhi's solution](#)

227.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2021-04-21 · last AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[yanchengzhi's solution](#)

228.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[yanchengzhi's solution](#)

229.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1600 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[yanchengzhi's solution](#)

230.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[yanchengzhi's solution](#)

231.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[yanchengzhi's solution](#)

232.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: probabilities
[yanchengzhi's solution](#)

233.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yanchengzhi's solution](#)

234.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-24 · last AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[yanchengzhi's solution](#)

235.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[yanchengzhi's solution](#)

236.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[yanchengzhi's solution](#)

237.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[yanchengzhi's solution](#)

238.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[yanchengzhi's solution](#)

239.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[yanchengzhi's solution](#)

240.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[yanchengzhi's solution](#)

241.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: trees

[yanchengzhi's solution](#)

242.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer,

dp, greedy, trees

[yanchengzhi's solution](#)

243.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[yanchengzhi's solution](#)

244.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[yanchengzhi's solution](#)

245.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[yanchengzhi's solution](#)

246.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-29 · last AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[yanchengzhi's solution](#)

247.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,472 global accepts · Rating: 1600 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[yanchengzhi's solution](#)

248.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[yanchengzhi's solution](#)

249.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[yanchengzhi's solution](#)

250.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-09 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[yanchengzhi's solution](#)

251.

1519D

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

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[yanchengzhi's solution](#)

252.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[yanchengzhi's solution](#)

253.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[yanchengzhi's solution](#)

254.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[yanchengzhi's solution](#)

255.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-25 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yanchengzhi's solution](#)

256.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[yanchengzhi's solution](#)

257.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[yanchengzhi's solution](#)

258.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[yanchengzhi's solution](#)

259.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[yanchengzhi's solution](#)

260.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[yanchengzhi's solution](#)

261.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[yanchengzhi's solution](#)

262.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[yanchengzhi's solution](#)

263.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[yanchengzhi's solution](#)

264.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[yanchengzhi's solution](#)

265.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[yanchengzhi's solution](#)

266.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings

[yanchengzhi's solution](#)

267.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[yanchengzhi's solution](#)

268.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yanchengzhi's solution](#)

269.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2022-06-19 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[yanchengzhi's solution](#)

270.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[yanchengzhi's solution](#)

271.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yanchengzhi's solution](#)

272.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yanchengzhi's solution](#)

273.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[yanchengzhi's solution](#)

274.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[yanchengzhi's solution](#)

275.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-07 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[yanchengzhi's solution](#)

276.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-09 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[yanchengzhi's solution](#)

277.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[yanchengzhi's solution](#)

278.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[yanchengzhi's solution](#)

279.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: games, math

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280.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

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281.

1619E

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Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

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282.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-08 · last AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[yanchengzhi's solution](#)

283.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

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284.

1618E

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Quality: 7,789 global accepts · Rating: 1700 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yanchengzhi's solution](#)

285.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[yanchengzhi's solution](#)

286.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[yanchengzhi's solution](#)

287.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yanchengzhi's solution](#)

288.

1516C

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Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[yanchengzhi's solution](#)

289.

2209D

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Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[yanchengzhi's solution](#)

290.

1801B

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Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[yanchengzhi's solution](#)

291.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yanchengzhi's solution](#)

292.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[yanchengzhi's solution](#)

293.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[yanchengzhi's solution](#)

294.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[yanchengzhi's solution](#)

295.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math
[yanchengzhi's solution](#)

296.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[yanchengzhi's solution](#)

297.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[yanchengzhi's solution](#)

298.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[yanchengzhi's solution](#)

299.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
[yanchengzhi's solution](#)

300.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[yanchengzhi's solution](#)

301.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[yanchengzhi's solution](#)

302.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[yanchengzhi's solution](#)

303.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[yanchengzhi's solution](#)

304.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[yanchengzhi's solution](#)

305.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[yanchengzhi's solution](#)

306.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[yanchengzhi's solution](#)

307.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[yanchengzhi's solution](#)

308.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[yanchengzhi's solution](#)

309.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[yanchengzhi's solution](#)

310.

1290B

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

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[yanchengzhi's solution](#)

311.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[yanchengzhi's solution](#)

312.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[yanchengzhi's solution](#)

313.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[yanchengzhi's solution](#)

314.

1619D

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

Quality: 8,460 global accepts · Rating: 1800 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[yanchengzhi's solution](#)

315.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[yanchengzhi's solution](#)

316.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, implementation

[yanchengzhi's solution](#)

317.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[yanchengzhi's solution](#)

318.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[yanchengzhi's solution](#)

319.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[yanchengzhi's solution](#)

320.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees

[yanchengzhi's solution](#)

321.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[yanchengzhi's solution](#)

322.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings
[yanchengzhi's solution](#)

323.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[yanchengzhi's solution](#)

324.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[yanchengzhi's solution](#)

325.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[yanchengzhi's solution](#)

326.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[yanchengzhi's solution](#)

327.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[yanchengzhi's solution](#)

328.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
[yanchengzhi's solution](#)

329.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[yanchengzhi's solution](#)

330.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[yanchengzhi's solution](#)

331.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
[yanchengzhi's solution](#)

332.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-02 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[yanchengzhi's solution](#)

333.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[yanchengzhi's solution](#)

334.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[yanchengzhi's solution](#)

335.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[yanchengzhi's solution](#)

336.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[yanchengzhi's solution](#)

337.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[yanchengzhi's solution](#)

338.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[yanchengzhi's solution](#)

339.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[yanchengzhi's solution](#)

340.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[yanchengzhi's solution](#)

341.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[yanchengzhi's solution](#)

342.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[yanchengzhi's solution](#)

343.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[yanchengzhi's solution](#)

344.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[yanchengzhi's solution](#)

345.

1679D

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

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[yanchengzhi's solution](#)

346.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-09 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yanchengzhi's solution](#)

347.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-02 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[yanchengzhi's solution](#)

348.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[yanchengzhi's solution](#)

349.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[yanchengzhi's solution](#)

350.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[yanchengzhi's solution](#)

351.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[yanchengzhi's solution](#)

352.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[yanchengzhi's solution](#)

353.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[yanchengzhi's solution](#)

354.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[yanchengzhi's solution](#)

355.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[yanchengzhi's solution](#)

356.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yanchengzhi's solution](#)

357.

245F

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

Quality: 976 global accepts · Rating: 2000 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, strings

[yanchengzhi's solution](#)

358.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[yanchengzhi's solution](#)

359.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[yanchengzhi's solution](#)

360.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[yanchengzhi's solution](#)

361.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[yanchengzhi's solution](#)

362.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[yanchengzhi's solution](#)

363.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[yanchengzhi's solution](#)

364.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[yanchengzhi's solution](#)

365.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[yanchengzhi's solution](#)

366.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[yanchengzhi's solution](#)

367.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[yanchengzhi's solution](#)

368.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[yanchengzhi's solution](#)

369.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math
[yanchengzhi's solution](#)

370.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[yanchengzhi's solution](#)

371.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[yanchengzhi's solution](#)

372.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[yanchengzhi's solution](#)

373.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-24 · last AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[yanchengzhi's solution](#)

374.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[yanchengzhi's solution](#)

375.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[yanchengzhi's solution](#)

376.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[yanchengzhi's solution](#)

377.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[yanchengzhi's solution](#)

378.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yanchengzhi's solution](#)

379.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[yanchengzhi's solution](#)

380.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[yanchengzhi's solution](#)

381.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yanchengzhi's solution](#)

382.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-08 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[yanchengzhi's solution](#)

383.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[yanchengzhi's solution](#)

384.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,854 global accepts · Rating: 2000 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[yanchengzhi's solution](#)

385.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[yanchengzhi's solution](#)

386.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-14 · last AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[yanchengzhi's solution](#)

387.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[yanchengzhi's solution](#)

388.

1619G

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

Quality: 2,735 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[yanchengzhi's solution](#)

389.

1619F

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

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yanchengzhi's solution](#)

390.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[yanchengzhi's solution](#)

391.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[yanchengzhi's solution](#)

392.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yanchengzhi's solution](#)

393.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[yanchengzhi's solution](#)

394.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[yanchengzhi's solution](#)

395.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[yanchengzhi's solution](#)

396.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[yanchengzhi's solution](#)

397.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[yanchengzhi's solution](#)

398.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[yanchengzhi's solution](#)

399.

1660F2

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

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[yanchengzhi's solution](#)

400.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[yanchengzhi's solution](#)

401.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[yanchengzhi's solution](#)

402.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[yanchengzhi's solution](#)

403.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
[yanchengzhi's solution](#)

404.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[yanchengzhi's solution](#)

405.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees
[yanchengzhi's solution](#)

406.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
[yanchengzhi's solution](#)

407.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
[yanchengzhi's solution](#)

408.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2100 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
[yanchengzhi's solution](#)

409.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[yanchengzhi's solution](#)

410.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[yanchengzhi's solution](#)

411.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math
[yanchengzhi's solution](#)

412.

1684E

[MEX vs DIFF](#) · Tutorial

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[yanchengzhi's solution](#)

413.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[yanchengzhi's solution](#)

414.

1667B

[Optimal Partition](#) · Tutorial

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[yanchengzhi's solution](#)

415.

1070E

[Getting Deals Done](#) · Tutorial

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[yanchengzhi's solution](#)

416.

343D

[Water Tree](#) · Tutorial

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[yanchengzhi's solution](#)

417.

1621D

[The Winter Hike](#) · Tutorial

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[yanchengzhi's solution](#)

418.

609E

[Minimum spanning tree for each edge](#) · Tutorial

Quality: 10,268 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[yanchengzhi's solution](#)

419.

1516D

[Cut](#) · Tutorial

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
[yanchengzhi's solution](#)

420.

2209E

[A Trivial String Problem](#) · Tutorial

Quality: 1,766 global accepts · Rating: 2200 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
[yanchengzhi's solution](#)

421.

2013E

[Prefix GCD](#) · Tutorial

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number

theory

[yanchengzhi's solution](#)

422.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[yanchengzhi's solution](#)

423.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[yanchengzhi's solution](#)

424.

1154G

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

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[yanchengzhi's solution](#)

425.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[yanchengzhi's solution](#)

426.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[yanchengzhi's solution](#)

427.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[yanchengzhi's solution](#)

428.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[yanchengzhi's solution](#)

429.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[yanchengzhi's solution](#)

430.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[yanchengzhi's solution](#)

431.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[yanchengzhi's solution](#)

432.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yanchengzhi's solution](#)

433.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[yanchengzhi's solution](#)

434.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[yanchengzhi's solution](#)

435.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[yanchengzhi's solution](#)

436.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[yanchengzhi's solution](#)

437.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[yanchengzhi's solution](#)

438.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[yanchengzhi's solution](#)

439.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[yanchengzhi's solution](#)

440.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[yanchengzhi's solution](#)

441.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2200 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[yanchengzhi's solution](#)

442.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[yanchengzhi's solution](#)

443.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[yanchengzhi's solution](#)

444.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[yanchengzhi's solution](#)

445.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2021-07-21 · last AC: 2021-07-21 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[yanchengzhi's solution](#)

446.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[yanchengzhi's solution](#)

447.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[yanchengzhi's solution](#)

448.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[yanchengzhi's solution](#)

449.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yanchengzhi's solution](#)

450.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yanchengzhi's solution](#)

451.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[yanchengzhi's solution](#)

452.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[yanchengzhi's solution](#)

453.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[yanchengzhi's solution](#)

454.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[yanchengzhi's solution](#)

455.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[yanchengzhi's solution](#)

456.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[yanchengzhi's solution](#)

457.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[yanchengzhi's solution](#)

458.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[yanchengzhi's solution](#)

459.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[yanchengzhi's solution](#)

460.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[yanchengzhi's solution](#)

461.

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[yanchengzhi's solution](#)

462.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[yanchengzhi's solution](#)

463.

1699D

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

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[yanchengzhi's solution](#)

464.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[yanchengzhi's solution](#)

465.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[yanchengzhi's solution](#)

466.

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[yanchengzhi's solution](#)

467.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[yanchengzhi's solution](#)

468.

845G

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

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[yanchengzhi's solution](#)

469.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[yanchengzhi's solution](#)

470.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[yanchengzhi's solution](#)

471.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[yanchengzhi's solution](#)

472.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[yanchengzhi's solution](#)

473.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[yanchengzhi's solution](#)

474.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[yanchengzhi's solution](#)

475.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[yanchengzhi's solution](#)

476.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[yanchengzhi's solution](#)

477.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-08 · last AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[yanchengzhi's solution](#)

478.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[yanchengzhi's solution](#)

479.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: hashing, strings

[yanchengzhi's solution](#)

480.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[yanchengzhi's solution](#)

481.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: dp, strings

[yanchengzhi's solution](#)

482.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[yanchengzhi's solution](#)

483.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[yanchengzhi's solution](#)

484.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[yanchengzhi's solution](#)

485.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[yanchengzhi's solution](#)

486.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[yanchengzhi's solution](#)

487.

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, matrices

[yanchengzhi's solution](#)

488.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[yanchengzhi's solution](#)

489.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2023-02-25 · last AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[yanchengzhi's solution](#)

490.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[yanchengzhi's solution](#)

491.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[yanchengzhi's solution](#)

492.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[yanchengzhi's solution](#)

493.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yanchengzhi's solution](#)

494.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[yanchengzhi's solution](#)

495.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[yanchengzhi's solution](#)

496.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[yanchengzhi's solution](#)

497.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[yanchengzhi's solution](#)

498.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yanchengzhi's solution](#)

499.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[yanchengzhi's solution](#)

500.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[yanchengzhi's solution](#)

501.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[yanchengzhi's solution](#)

502.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[yanchengzhi's solution](#)

503.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[yanchengzhi's solution](#)

504.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[yanchengzhi's solution](#)

505.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[yanchengzhi's solution](#)

506.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[yanchengzhi's solution](#)

507.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yanchengzhi's solution](#)

508.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[yanchengzhi's solution](#)

509.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[yanchengzhi's solution](#)

510.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[yanchengzhi's solution](#)

511.

1736C2

[Good Subarrays \(Hard Version\) · Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[yanchengzhi's solution](#)

512.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[yanchengzhi's solution](#)

513.

1713E

[Cross Swapping · Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[yanchengzhi's solution](#)

514.

1707C

[DFS Trees · Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[yanchengzhi's solution](#)

515.

1697E

[Coloring · Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[yanchengzhi's solution](#)

516.

24D

[Broken robot · Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[yanchengzhi's solution](#)

517.

1106F

[Lunar New Year and a Recursive Sequence · Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[yanchengzhi's solution](#)

518.

1680D

[Dog Walking · Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[yanchengzhi's solution](#)

519.

1670F

[Jee, You See? · Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-07 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[yanchengzhi's solution](#)

520.

444C

[DZY Loves Colors · Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yanchengzhi's solution](#)

521.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[yanchengzhi's solution](#)

522.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yanchengzhi's solution](#)

523.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[yanchengzhi's solution](#)

524.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[yanchengzhi's solution](#)

525.

1070I

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

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[yanchengzhi's solution](#)

526.

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[yanchengzhi's solution](#)

527.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-02-10 · last AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yanchengzhi's solution](#)

528.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[yanchengzhi's solution](#)

529.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[yanchengzhi's solution](#)

530.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-08 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[yanchengzhi's solution](#)

531.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[yanchengzhi's solution](#)

532.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[yanchengzhi's solution](#)

533.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[yanchengzhi's solution](#)

534.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yanchengzhi's solution](#)

535.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[yanchengzhi's solution](#)

536.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[yanchengzhi's solution](#)

537.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[yanchengzhi's solution](#)

538.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[yanchengzhi's solution](#)

539.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[yanchengzhi's solution](#)

540.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

dp, math, probabilities

[yanchengzhi's solution](#)

541.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[yanchengzhi's solution](#)

542.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[yanchengzhi's solution](#)

543.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[yanchengzhi's solution](#)

544.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[yanchengzhi's solution](#)

545.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[yanchengzhi's solution](#)

546.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[yanchengzhi's solution](#)

547.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[yanchengzhi's solution](#)

548.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[yanchengzhi's solution](#)

549.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[yanchengzhi's solution](#)

550.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[yanchengzhi's solution](#)

551.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[yanchengzhi's solution](#)

552.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[yanchengzhi's solution](#)

553.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[yanchengzhi's solution](#)

554.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yanchengzhi's solution](#)

555.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[yanchengzhi's solution](#)

556.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[yanchengzhi's solution](#)

557.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[yanchengzhi's solution](#)

558.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[yanchengzhi's solution](#)

559.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[yanchengzhi's solution](#)

560.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[yanchengzhi's solution](#)

561.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[yanchengzhi's solution](#)

562.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[yanchengzhi's solution](#)

563.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[yanchengzhi's solution](#)

564.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[yanchengzhi's solution](#)

565.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[yanchengzhi's solution](#)

566.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[yanchengzhi's solution](#)

567.

645F

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

Quality: 970 global accepts · Rating: 2500 · first AC: 2022-05-18 · last AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[yanchengzhi's solution](#)

568.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[yanchengzhi's solution](#)

569.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures,

divide and conquer, greedy, implementation, two pointers

[yanchengzhi's solution](#)

570.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[yanchengzhi's solution](#)

571.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yanchengzhi's solution](#)

572.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yanchengzhi's solution](#)

573.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[yanchengzhi's solution](#)

574.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[yanchengzhi's solution](#)

575.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-07-18 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp

[yanchengzhi's solution](#)

576.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[yanchengzhi's solution](#)

577.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yanchengzhi's solution](#)

578.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[yanchengzhi's solution](#)

579.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yanchengzhi's solution](#)

580.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[yanchengzhi's solution](#)

581.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[yanchengzhi's solution](#)

582.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[yanchengzhi's solution](#)

583.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[yanchengzhi's solution](#)

584.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[yanchengzhi's solution](#)

585.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[yanchengzhi's solution](#)

586.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2023-02-23 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[yanchengzhi's solution](#)

587.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[yanchengzhi's solution](#)

588.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yanchengzhi's solution](#)

589.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[yanchengzhi's solution](#)

590.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[yanchengzhi's solution](#)

591.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[yanchengzhi's solution](#)

592.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[yanchengzhi's solution](#)

593.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[yanchengzhi's solution](#)

594.

1439B

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

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[yanchengzhi's solution](#)

595.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[yanchengzhi's solution](#)

596.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[yanchengzhi's solution](#)

597.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[yanchengzhi's solution](#)

598.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[yanchengzhi's solution](#)

599.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar,

divide and conquer, dsu, graphs, trees

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600.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[yanchengzhi's solution](#)

601.

1679F

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

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[yanchengzhi's solution](#)

602.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[yanchengzhi's solution](#)

603.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yanchengzhi's solution](#)

604.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[yanchengzhi's solution](#)

605.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[yanchengzhi's solution](#)

606.

1153F

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

Quality: 929 global accepts · Rating: 2600 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[yanchengzhi's solution](#)

607.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[yanchengzhi's solution](#)

608.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yanchengzhi's solution](#)

609.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy

[yanchengzhi's solution](#)

610.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[yanchengzhi's solution](#)

611.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[yanchengzhi's solution](#)

612.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[yanchengzhi's solution](#)

613.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[yanchengzhi's solution](#)

614.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[yanchengzhi's solution](#)

615.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[yanchengzhi's solution](#)

616.

1700E

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

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[yanchengzhi's solution](#)

617.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures
[yanchengzhi's solution](#)

618.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[yanchengzhi's solution](#)

619.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[yanchengzhi's solution](#)

620.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers
[yanchengzhi's solution](#)

621.

896C

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

Quality: 4,435 global accepts · Rating: 2600 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[yanchengzhi's solution](#)

622.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yanchengzhi's solution](#)

623.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[yanchengzhi's solution](#)

624.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, trees
[yanchengzhi's solution](#)

625.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-26 · last AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees
[yanchengzhi's solution](#)

626.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
[yanchengzhi's solution](#)

627.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory
[yanchengzhi's solution](#)

628.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees
[yanchengzhi's solution](#)

629.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
[yanchengzhi's solution](#)

630.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[yanchengzhi's solution](#)

631.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[yanchengzhi's solution](#)

632.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[yanchengzhi's solution](#)

633.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[yanchengzhi's solution](#)

634.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs
[yanchengzhi's solution](#)

635.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[yanchengzhi's solution](#)

636.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yanchengzhi's solution](#)

637.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings
[yanchengzhi's solution](#)

638.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation
[yanchengzhi's solution](#)

639.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees
[yanchengzhi's solution](#)

640.

1658F

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

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641.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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642.

1511G

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643.

1364E

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644.

1601D

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645.

932F

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Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

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646.

113D

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647.

1254D

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648.

1194G

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649.

1632E2

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650.

1634F

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651.

1627F

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Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

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652.

1567F

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653.

30E

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654.

1557E

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655.

1684G

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656.

1404D

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657.

1379E

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[yanchengzhi's solution](#)

658.

1082F

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659.

1672F2

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graphs

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660.

1749F

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661.

1746F

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662.

1612F

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663.

1654F

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664.

1152F1

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1615F

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666.

286E

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1693D

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668.

1039D

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669.

908G

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301E

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1685D1

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620F

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1442D

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702F

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1444D

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1540C2

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685.

1654G

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1687D

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1677E

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688.

1428G1

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689.

917C

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1129D

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691.

1221G

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536D

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693.

1698G

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694.

932G

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960G

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938G

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697.

587E

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1644F

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700.

505E

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701.

1801E

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702.

778E

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703.

436F

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704.

319E

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705.

533A

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707.

1535F

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708.

773E

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1007C

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710.

1659F

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711.

1637G

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798E

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713.

1651F

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714.

1667E

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1552G

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716.

1175G

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717.

335F

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[yanchengzhi's solution](#)

718.

1152F2

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719.

889E

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math

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720.

771E

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721.

793F

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722.

453D

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723.

506E

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1583G

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725.

1476F

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726.

1097G

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727.

568E

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728.

1320E

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729.

1558E

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Quality: 702 global accepts · Rating: 3000 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs

and similar, graphs, greedy, meet-in-the-middle, shortest paths

[yanchengzhi's solution](#)

730.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

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731.

559E

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Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

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732.

364E

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Quality: 627 global accepts · Rating: 3000 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

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733.

1442E

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734.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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735.

627E

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736.

1616H

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737.

1163F

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738.

1428G2

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Quality: 727 global accepts · Rating: 3000 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[yanchengzhi's solution](#)

739.

232E

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Quality: 885 global accepts · Rating: 3000 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[yanchengzhi's solution](#)

740.

997E

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Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures
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741.

603E

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Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
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742.

618F

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[yanchengzhi's solution](#)

743.

526F

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744.

1149D

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745.

1342F

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746.

914F

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747.

1707D

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748.

1446D2

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[yanchengzhi's solution](#)

749.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
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750.

739E

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[yanchengzhi's solution](#)

751.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory

[yanchengzhi's solution](#)

752.

1299D

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Quality: 528 global accepts · Rating: 3000 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[yanchengzhi's solution](#)

753.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[yanchengzhi's solution](#)

754.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2021-05-01 · last AC: 2021-05-01 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[yanchengzhi's solution](#)

755.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yanchengzhi's solution](#)

756.

407E

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Quality: 974 global accepts · Rating: 3100 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yanchengzhi's solution](#)

757.

1286F

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Quality: 294 global accepts · Rating: 3100 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[yanchengzhi's solution](#)

758.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[yanchengzhi's solution](#)

759.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[yanchengzhi's solution](#)

760.

1476G

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

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[yanchengzhi's solution](#)

761.

1610H

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[yanchengzhi's solution](#)

762.

1344E

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Quality: 521 global accepts · Rating: 3100 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[yanchengzhi's solution](#)

763.

468E

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[yanchengzhi's solution](#)

764.

1647F

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[yanchengzhi's solution](#)

765.

176E

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[yanchengzhi's solution](#)

766.

1458E

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Quality: 556 global accepts · Rating: 3100 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[yanchengzhi's solution](#)

767.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[yanchengzhi's solution](#)

768.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[yanchengzhi's solution](#)

769.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[yanchengzhi's solution](#)

770.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[yanchengzhi's solution](#)

771.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, trees

[yanchengzhi's solution](#)

772.

521E

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[yanchengzhi's solution](#)

773.

1628E

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Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-09-01 · last AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[yanchengzhi's solution](#)

774.

1110G

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775.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[yanchengzhi's solution](#)

776.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[yanchengzhi's solution](#)

777.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[yanchengzhi's solution](#)

778.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yanchengzhi's solution](#)

779.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft,

number theory

[yanchengzhi's solution](#)

780.

963E

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Quality: 651 global accepts · Rating: 3100 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[yanchengzhi's solution](#)

781.

453E

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

Quality: 911 global accepts · Rating: 3100 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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782.

679E

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Quality: 820 global accepts · Rating: 3100 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yanchengzhi's solution](#)

783.

960H

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Quality: 348 global accepts · Rating: 3100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[yanchengzhi's solution](#)

784.

1503E

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Quality: 891 global accepts · Rating: 3100 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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785.

1336D

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Quality: 529 global accepts · Rating: 3200 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

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786.

566E

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Quality: 709 global accepts · Rating: 3200 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, trees

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787.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-10-05 · last AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[yanchengzhi's solution](#)

788.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[yanchengzhi's solution](#)

789.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yanchengzhi's solution](#)

790.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive
[yanchengzhi's solution](#)

791.

1149E

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Quality: 665 global accepts · Rating: 3200 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs
[yanchengzhi's solution](#)

792.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math
[yanchengzhi's solution](#)

793.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
[yanchengzhi's solution](#)

794.

1349D

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Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[yanchengzhi's solution](#)

795.

643G

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Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yanchengzhi's solution](#)

796.

1523G

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Quality: 520 global accepts · Rating: 3200 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[yanchengzhi's solution](#)

797.

487E

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Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
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798.

1712F

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Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
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799.

1109F

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Quality: 366 global accepts · Rating: 3200 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[yanchengzhi's solution](#)

800.

573E

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Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[yanchengzhi's solution](#)

801.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[yanchengzhi's solution](#)

802.

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[yanchengzhi's solution](#)

803.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, geometry
[yanchengzhi's solution](#)

804.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[yanchengzhi's solution](#)

805.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing
[yanchengzhi's solution](#)

806.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yanchengzhi's solution](#)

807.

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees
[yanchengzhi's solution](#)

808.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[yanchengzhi's solution](#)

809.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2022-06-04 · last AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[yanchengzhi's solution](#)

810.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[yanchengzhi's solution](#)

811.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yanchengzhi's solution](#)

812.

914H

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Quality: 277 global accepts · Rating: 3400 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, trees
[yanchengzhi's solution](#)

813.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math
[yanchengzhi's solution](#)

814.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings
[yanchengzhi's solution](#)

815.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[yanchengzhi's solution](#)

816.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[yanchengzhi's solution](#)

817.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[yanchengzhi's solution](#)

818.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[yanchengzhi's solution](#)

819.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[yanchengzhi's solution](#)

820.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[yanchengzhi's solution](#)

821.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[yanchengzhi's solution](#)

822.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[yanchengzhi's solution](#)

823.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

[yanchengzhi's solution](#)

824.

1320F

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

Quality: 176 global accepts · Rating: 3500 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[yanchengzhi's solution](#)

825.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[yanchengzhi's solution](#)

826.

106290A

[Hello, Harbin Institute of Technology!](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yanchengzhi's solution](#)

827.

105941E

[Sutori](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

828.

105941G

[vũng Y'rizE-Æ](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

829.

105941H

[h TOyep](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

830.

105941F

[^TubNKi](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

831.

105941M

[YTe@jzff-b](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

832.

105941J

[Ring Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

833.

105941D

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

834.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

835.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

836.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

837.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

838.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

839.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

840.

105578G

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

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

841.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

842.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

843.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

844.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

845.

105578J

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

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

846.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

847.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

848.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

849.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

850.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

851.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

852.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

853.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

854.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

855.

105386H

[Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

856.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

857.

105386F

[Collect the Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

858.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

859.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

860.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

861.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

862.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

863.

103117G

[Hourly Coding Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · last AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

864.

104976E

[Period of a String](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

865.

104976H

[Sugar Sweet II](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

866.

104976G

[Snake Move](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

867.

104976J

[Mysterious Tree](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

868.

104976D

[Operator Precedence](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

869.

104976M

[V-Diagram](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

870.

104869E

[Sheep Eat Wolves](#) · Tutorial

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

871.

104869K

[Maximum Rating](#) · Tutorial

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

872.

104869J

[Graft and Transplant](#) · Tutorial

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

873.

104869C

[Swiss Stage](#) · Tutorial

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

874.

104821A

[Cool, It's Yesterday Four Times More](#) · Tutorial

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

875.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

876.

104821F

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

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

877.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

878.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

879.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

880.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

881.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

882.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

883.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

884.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

885.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

886.

104901D

[Largest Digit](#) · Tutorial

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

887.

105336D

[xTlv%ãx Vh](#)

Rating: — · first AC: 2024-09-13 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

888.

105336I

[bJtgnl](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

889.

105336C

[yftutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

890.

105336G

[uTÁrígQm](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

891.

105336E

[-TgtCzI](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

892.

105336J

[bTgttrial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

893.

105336B

[Qx-Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

894.

105336K

[SÖtWp8b](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

895.

105336L

[•QÜrja •I](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

896.

102361E

[Escape](#) · Tutorial

Rating: — · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

897.

103688B

[Lovely Fish](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

898.

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

899.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

900.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[yanchengzhi's solution](#)

901.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

902.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

903.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

904.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

905.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

906.

104128I

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

Rating: — · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

907.

103964L

[Huatuos Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

908.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

909.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

910.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

911.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

912.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

913.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

914.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

915.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

916.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[yanchengzhi's solution](#)

917.

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

918.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

919.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

920.

100220F

[Pipe Layout](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

921.

103535D

[Link with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

922.

103535E

[Link with EQ](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

923.

103535J

[Smzzl with Tropical Taste](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

924.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

925.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

926.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

927.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

928.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[yanchengzhi's solution](#)

929.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[yanchengzhi's solution](#)

930.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: —

[yanchengzhi's solution](#)