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Unique solved — yang114514

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

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

Filters: none

Count: 306

- 1.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[yang114514's solution](#)
- 2.**
2200B
[Deletion Sort](#) · [Tutorial](#)
Quality: 25,462 global accepts · Rating: 800 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[yang114514's solution](#)
- 3.**
2200A
[Eating Game](#) · [Tutorial](#)
Quality: 28,116 global accepts · Rating: 800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[yang114514's solution](#)
- 4.**
2211A
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Quality: 16,066 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yang114514's solution](#)
- 5.**
2195A
[Sieve of Erato67henes](#) · [Tutorial](#)
Quality: 35,445 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
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- 6.**
2178A
[Yes or Yes](#) · [Tutorial](#)
Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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- 7.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,576 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[yang114514's solution](#)
- 8.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
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- 9.**
2157A
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Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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- 10.**
2171A
[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

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11.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math
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12.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[yang114514's solution](#)

13.

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[yang114514's solution](#)

14.

2152A

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Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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15.

2134A

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Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[yang114514's solution](#)

16.

2132A

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[yang114514's solution](#)

17.

2127A

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18.

2123B

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[yang114514's solution](#)

19.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,689 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[yang114514's solution](#)

20.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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21.

2125A

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[yang114514's solution](#)

22.

2126B

[No Casino in the Mountains](#) · Tutorial

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[yang114514's solution](#)

23.

2126A

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[yang114514's solution](#)

24.

2122A

[Greedy Grid](#) · Tutorial

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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25.

2121B

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Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[yang114514's solution](#)

26.

2121A

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[yang114514's solution](#)

27.

2051B

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28.

2051A

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[yang114514's solution](#)

29.

2093A

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30.

2106A

[Dr. TC](#) · Tutorial

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[yang114514's solution](#)

31.

2114A

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Quality: 43,202 global accepts · Rating: 800 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[yang114514's solution](#)

32.

2110A

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Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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33.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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34.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[yang114514's solution](#)

35.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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36.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

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37.

2069A

[Was there an Array?](#) · [Tutorial](#)

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38.

2064A

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39.

2067A

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40.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[yang114514's solution](#)

41.

2062A

[String](#) · [Tutorial](#)

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42.

2063A

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43.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math
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44.

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force
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45.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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46.

2200C

[Specialty String](#) · [Tutorial](#)

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47.

2195B

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48.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[yang114514's solution](#)

49.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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50.

2171B

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51.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math
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52.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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53.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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- 54.**
2106B
[St. Chroma](#) · [Tutorial](#)
Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[yang114514's solution](#)
- 55.**
2114B
[Not Quite a Palindromic String](#) · [Tutorial](#)
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- 56.**
2110B
[Down with Brackets](#) · [Tutorial](#)
Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings
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- 57.**
2085A
[Serval and String Theory](#) · [Tutorial](#)
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[yang114514's solution](#)
- 58.**
2062B
[Clockwork](#) · [Tutorial](#)
Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yang114514's solution](#)
- 59.**
2060C
[Game of Mathletes](#) · [Tutorial](#)
Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings, two pointers
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- 60.**
2164B
[Even Modulo Pair](#) · [Tutorial](#)
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[yang114514's solution](#)
- 61.**
2162B
[Beautiful String](#) · [Tutorial](#)
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- 62.**
2132C1
[The Cunning Seller \(easy version\)](#) · [Tutorial](#)
Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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- 63.**
2051C
[Preparing for the Exam](#) · [Tutorial](#)
Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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- 64.**
2093C
[Simple Repetition](#) · [Tutorial](#)
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[yang114514's solution](#)

65.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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66.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yang114514's solution](#)

67.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yang114514's solution](#)

68.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[yang114514's solution](#)

69.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[yang114514's solution](#)

70.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy

[yang114514's solution](#)

71.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yang114514's solution](#)

72.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[yang114514's solution](#)

73.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[yang114514's solution](#)

74.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yang114514's solution](#)

75.

2122B

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Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yang114514's solution](#)

76.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[yang114514's solution](#)

77.

2084B

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Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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78.

2086B

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Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[yang114514's solution](#)

79.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[yang114514's solution](#)

80.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[yang114514's solution](#)

81.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[yang114514's solution](#)

82.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,197 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[yang114514's solution](#)

83.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[yang114514's solution](#)

84.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,297 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[yang114514's solution](#)

85.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings, two pointers

[yang114514's solution](#)

86.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[yang114514's solution](#)

87.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[yang114514's solution](#)

88.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yang114514's solution](#)

89.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yang114514's solution](#)

90.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[yang114514's solution](#)

91.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[yang114514's solution](#)

92.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[yang114514's solution](#)

93.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yang114514's solution](#)

94.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[yang114514's solution](#)

95.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[yang114514's solution](#)

96.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[yang114514's solution](#)

97.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[yang114514's solution](#)

98.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,780 global accepts · Rating: 1300 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yang114514's solution](#)

99.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers
[yang114514's solution](#)

100.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[yang114514's solution](#)

101.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[yang114514's solution](#)

102.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yang114514's solution](#)

103.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games
[yang114514's solution](#)

104.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[yang114514's solution](#)

105.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[yang114514's solution](#)

106.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[yang114514's solution](#)

107.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[yang114514's solution](#)

108.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[yang114514's solution](#)

109.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[yang114514's solution](#)

110.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yang114514's solution](#)

111.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,577 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[yang114514's solution](#)

112.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy
[yang114514's solution](#)

113.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[yang114514's solution](#)

114.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[yang114514's solution](#)

115.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[yang114514's solution](#)

116.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[yang114514's solution](#)

117.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[yang114514's solution](#)

118.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1400 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yang114514's solution](#)

119.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation
[yang114514's solution](#)

120.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[yang114514's solution](#)

121.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[yang114514's solution](#)

122.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yang114514's solution](#)

123.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[yang114514's solution](#)

124.

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive
[yang114514's solution](#)

125.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory
[yang114514's solution](#)

126.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory
[yang114514's solution](#)

127.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,553 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[yang114514's solution](#)

128.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,441 global accepts · Rating: 1500 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[yang114514's solution](#)

129.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
[yang114514's solution](#)

130.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[yang114514's solution](#)

131.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
[yang114514's solution](#)

132.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[yang114514's solution](#)

133.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, math
[yang114514's solution](#)

134.

2060E

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

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[yang114514's solution](#)

135.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[yang114514's solution](#)

136.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math
[yang114514's solution](#)

137.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[yang114514's solution](#)

138.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yang114514's solution](#)

139.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[yang114514's solution](#)

140.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[yang114514's solution](#)

141.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules
[yang114514's solution](#)

142.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math
[yang114514's solution](#)

143.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[yang114514's solution](#)

144.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[yang114514's solution](#)

145.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[yang114514's solution](#)

146.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[yang114514's solution](#)

147.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[yang114514's solution](#)

148.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[yang114514's solution](#)

149.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[yang114514's solution](#)

150.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[yang114514's solution](#)

151.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[yang114514's solution](#)

152.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[yang114514's solution](#)

153.

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[yang114514's solution](#)

154.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[yang114514's solution](#)

155.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yang114514's solution](#)

156.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yang114514's solution](#)

157.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[yang114514's solution](#)

158.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[yang114514's solution](#)

159.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search
[yang114514's solution](#)

160.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[yang114514's solution](#)

161.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[yang114514's solution](#)

162.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[yang114514's solution](#)

163.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[yang114514's solution](#)

164.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees
[yang114514's solution](#)

165.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[yang114514's solution](#)

166.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy
[yang114514's solution](#)

167.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[yang114514's solution](#)

168.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[yang114514's solution](#)

169.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[yang114514's solution](#)

170.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[yang114514's solution](#)

171.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[yang114514's solution](#)

172.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[yang114514's solution](#)

173.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 1900 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[yang114514's solution](#)

174.

1878F

[Vasillije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[yang114514's solution](#)

175.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[yang114514's solution](#)

176.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[yang114514's solution](#)

177.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yang114514's solution](#)

178.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[yang114514's solution](#)

179.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yang114514's solution](#)

180.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[yang114514's solution](#)

181.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[yang114514's solution](#)

182.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[yang114514's solution](#)

183.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[yang114514's solution](#)

184.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[yang114514's solution](#)

185.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yang114514's solution](#)

186.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,376 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[yang114514's solution](#)

187.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
[yang114514's solution](#)

188.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings
[yang114514's solution](#)

189.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive
[yang114514's solution](#)

190.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, greedy, math
[yang114514's solution](#)

191.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[yang114514's solution](#)

192.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[yang114514's solution](#)

193.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[yang114514's solution](#)

194.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
[yang114514's solution](#)

195.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings
[yang114514's solution](#)

196.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[yang114514's solution](#)

197.

2062E1

[The Game \(Easy Version\) · Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[yang114514's solution](#)

198.

340E

[lahub and Permutations · Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[yang114514's solution](#)

199.

128C

[Games with Rectangle · Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[yang114514's solution](#)

200.

8C

[Looking for Order · Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[yang114514's solution](#)

201.

242E

[XOR on Segment · Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[yang114514's solution](#)

202.

2207E1

[N-MEX \(Constructive Version\) · Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yang114514's solution](#)

203.

2161D

[Locked Out · Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[yang114514's solution](#)

204.

2162F

[Beautiful Intervals · Tutorial](#)

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yang114514's solution](#)

205.

2152E

[Monotone Subsequence · Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[yang114514's solution](#)

206.

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[yang114514's solution](#)

207.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[yang114514's solution](#)

208.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[yang114514's solution](#)

209.

2107D

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

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees
[yang114514's solution](#)

210.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math
[yang114514's solution](#)

211.

1000E

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

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[yang114514's solution](#)

212.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[yang114514's solution](#)

213.

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[yang114514's solution](#)

214.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[yang114514's solution](#)

215.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees
[yang114514's solution](#)

216.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[yang114514's solution](#)

217.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[yang114514's solution](#)

218.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[yang114514's solution](#)

219.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yang114514's solution](#)

220.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yang114514's solution](#)

221.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[yang114514's solution](#)

222.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yang114514's solution](#)

223.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yang114514's solution](#)

224.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yang114514's solution](#)

225.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[yang114514's solution](#)

226.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-02-20 · last AC: 2024-04-02 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[yang114514's solution](#)

227.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures
[yang114514's solution](#)

228.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees
[yang114514's solution](#)

229.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
[yang114514's solution](#)

230.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[yang114514's solution](#)

231.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees
[yang114514's solution](#)

232.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
[yang114514's solution](#)

233.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[yang114514's solution](#)

234.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities
[yang114514's solution](#)

235.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees
[yang114514's solution](#)

236.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[yang114514's solution](#)

237.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[yang114514's solution](#)

238.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-08-10 · last AC: 2024-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[yang114514's solution](#)

239.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[yang114514's solution](#)

240.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[yang114514's solution](#)

241.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[yang114514's solution](#)

242.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[yang114514's solution](#)

243.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math
[yang114514's solution](#)

244.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[yang114514's solution](#)

245.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation
[yang114514's solution](#)

246.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[yang114514's solution](#)

247.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[yang114514's solution](#)

248.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[yang114514's solution](#)

249.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[yang114514's solution](#)

250.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[yang114514's solution](#)

251.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[yang114514's solution](#)

252.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[yang114514's solution](#)

253.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[yang114514's solution](#)

254.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-04-21 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[yang114514's solution](#)

255.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[yang114514's solution](#)

256.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[yang114514's solution](#)

257.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[yang114514's solution](#)

258.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[yang114514's solution](#)

259.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yang114514's solution](#)

260.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[yang114514's solution](#)

261.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[yang114514's solution](#)

262.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[yang114514's solution](#)

263.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yang114514's solution](#)

264.

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[yang114514's solution](#)

265.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[yang114514's solution](#)

266.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[yang114514's solution](#)

267.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yang114514's solution](#)

268.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[yang114514's solution](#)

269.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[yang114514's solution](#)

270.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[yang114514's solution](#)

271.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yang114514's solution](#)

272.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[yang114514's solution](#)

273.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[yang114514's solution](#)

274.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[yang114514's solution](#)

275.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yang114514's solution](#)

276.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[yang114514's solution](#)

277.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[yang114514's solution](#)

278.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yang114514's solution](#)

279.

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[yang114514's solution](#)

280.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[yang114514's solution](#)

281.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yang114514's solution](#)

282.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[yang114514's solution](#)

283.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, trees

[yang114514's solution](#)

284.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[yang114514's solution](#)

285.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[yang114514's solution](#)

286.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yang114514's solution](#)

287.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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288.

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