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Unique solved — yangchang

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

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

Filters: none

Count: 525

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,076 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[yangchang's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,684 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[yangchang's solution](#)

3.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,671 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games
[yangchang's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[yangchang's solution](#)

5.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[yangchang's solution](#)

6.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,875 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[yangchang's solution](#)

7.

2157A

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

Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[yangchang's solution](#)

8.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[yangchang's solution](#)

9.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[yangchang's solution](#)

10.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[yangchang's solution](#)

11.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[yangchang's solution](#)

12.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,358 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[yangchang's solution](#)

13.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[yangchang's solution](#)

14.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[yangchang's solution](#)

15.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[yangchang's solution](#)

16.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[yangchang's solution](#)

17.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[yangchang's solution](#)

18.

1890B

[Qingshan Loves Strings](#) · [Tutorial](#)

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[yangchang's solution](#)

19.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,112 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[yangchang's solution](#)

20.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,322 global accepts · Rating: 800 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[yangchang's solution](#)

- 21.**
1413A
[Finding Sasuke](#) · [Tutorial](#)
Quality: 15,292 global accepts · Rating: 800 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[yangchang's solution](#)
- 22.**
1435A
[Finding Sasuke](#) · [Tutorial](#)
Rating: 800 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[yangchang's solution](#)
- 23.**
1777A
[Everybody Likes Good Arrays!](#) · [Tutorial](#)
Quality: 44,016 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[yangchang's solution](#)
- 24.**
1782A
[Parallel Projection](#) · [Tutorial](#)
Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[yangchang's solution](#)
- 25.**
2178B
[Impost or Sus](#) · [Tutorial](#)
Quality: 21,585 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[yangchang's solution](#)
- 26.**
2157B
[Expansion Plan 2](#) · [Tutorial](#)
Quality: 12,881 global accepts · Rating: 900 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[yangchang's solution](#)
- 27.**
1954A
[Painting the Ribbon](#) · [Tutorial](#)
Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[yangchang's solution](#)
- 28.**
1777B
[Emordnilap](#) · [Tutorial](#)
Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[yangchang's solution](#)
- 29.**
2164B
[Even Modulo Pair](#) · [Tutorial](#)
Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[yangchang's solution](#)
- 30.**
2002B
[Removals Game](#) · [Tutorial](#)
Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[yangchang's solution](#)
- 31.**
1916B
[Two Divisors](#) · [Tutorial](#)
Quality: 31,910 global accepts · Rating: 1000 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[yangchang's solution](#)

32.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,228 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: math
[yangchang's solution](#)

33.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[yangchang's solution](#)

34.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[yangchang's solution](#)

35.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[yangchang's solution](#)

36.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[yangchang's solution](#)

37.

2211B

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

Quality: 11,631 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[yangchang's solution](#)

38.

2183B

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

Quality: 16,176 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[yangchang's solution](#)

39.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[yangchang's solution](#)

40.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[yangchang's solution](#)

41.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[yangchang's solution](#)

42.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,826 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[yangchang's solution](#)

43.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,136 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[yangchang's solution](#)

44.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[yangchang's solution](#)

45.

2175C

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

Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[yangchang's solution](#)

46.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[yangchang's solution](#)

47.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[yangchang's solution](#)

48.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[yangchang's solution](#)

49.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[yangchang's solution](#)

50.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[yangchang's solution](#)

51.

2211C1

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

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[yangchang's solution](#)

52.

2201A1

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[yangchang's solution](#)

53.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[yangchang's solution](#)

54.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[yangchang's solution](#)

55.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[yangchang's solution](#)

56.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[yangchang's solution](#)

57.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[yangchang's solution](#)

58.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,675 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[yangchang's solution](#)

59.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1400 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangchang's solution](#)

60.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[yangchang's solution](#)

61.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[yangchang's solution](#)

62.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[yangchang's solution](#)

63.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[yangchang's solution](#)

64.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[yangchang's solution](#)

65.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yangchang's solution](#)

66.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[yangchang's solution](#)

67.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[yangchang's solution](#)

68.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,337 global accepts · Rating: 1500 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[yangchang's solution](#)

69.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[yangchang's solution](#)

70.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[yangchang's solution](#)

71.

2207B

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

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[yangchang's solution](#)

72.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[yangchang's solution](#)

73.

2157D

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

Quality: 6,011 global accepts · Rating: 1600 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[yangchang's solution](#)

74.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[yangchang's solution](#)

75.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[yangchang's solution](#)

76.

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yangchang's solution](#)

77.

2201A2

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

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[yangchang's solution](#)

78.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangchang's solution](#)

79.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[yangchang's solution](#)

80.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees

[yangchang's solution](#)

81.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[yangchang's solution](#)

82.

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[yangchang's solution](#)

83.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[yangchang's solution](#)

84.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[yangchang's solution](#)

85.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, sortings

[yangchang's solution](#)

86.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[yangchang's solution](#)

87.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[yangchang's solution](#)

88.

2211C2

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

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[yangchang's solution](#)

89.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[yangchang's solution](#)

90.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[yangchang's solution](#)

91.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[yangchang's solution](#)

92.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,081 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[yangchang's solution](#)

93.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[yangchang's solution](#)

94.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,900 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
[yangchang's solution](#)

95.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings
[yangchang's solution](#)

96.

2180C

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

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[yangchang's solution](#)

97.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[yangchang's solution](#)

98.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[yangchang's solution](#)

99.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings
[yangchang's solution](#)

100.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[yangchang's solution](#)

101.

207B2

[Military Trainings](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 1900 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[yangchang's solution](#)

102.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[yangchang's solution](#)

103.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[yangchang's solution](#)

104.

2002D1

[DFS Checker \(Easy Version\) · Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[yangchang's solution](#)

105.

1989D

[Smithing Skill · Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[yangchang's solution](#)

106.

1969D

[Shop Game · Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[yangchang's solution](#)

107.

3B

[Lorry · Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[yangchang's solution](#)

108.

22D

[Segments · Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[yangchang's solution](#)

109.

6E

[Exposition · Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[yangchang's solution](#)

110.

1929D

[Sasha and a Walk in the City · Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[yangchang's solution](#)

111.

417D

[Cunning Gena · Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[yangchang's solution](#)

112.

1413C

[Perform Easily · Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[yangchang's solution](#)

113.

476D

[Dreamoon and Sets · Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangchang's solution](#)

114.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp
[yangchang's solution](#)

115.

2215B

[RReeppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory
[yangchang's solution](#)

116.

2201C

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

Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy
[yangchang's solution](#)

117.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[yangchang's solution](#)

118.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive
[yangchang's solution](#)

119.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[yangchang's solution](#)

120.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[yangchang's solution](#)

121.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
[yangchang's solution](#)

122.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[yangchang's solution](#)

123.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[yangchang's solution](#)

124.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[yangchang's solution](#)

125.

34E

[Collisions](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[yangchang's solution](#)

126.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[yangchang's solution](#)

127.

374D

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

Quality: 991 global accepts · Rating: 2000 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, trees

[yangchang's solution](#)

128.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[yangchang's solution](#)

129.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[yangchang's solution](#)

130.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[yangchang's solution](#)

131.

2207E1

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

Quality: 1,664 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[yangchang's solution](#)

132.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[yangchang's solution](#)

133.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[yangchang's solution](#)

134.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[yangchang's solution](#)

135.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[yangchang's solution](#)

136.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[yangchang's solution](#)

137.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,727 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[yangchang's solution](#)

138.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, graphs

[yangchang's solution](#)

139.

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[yangchang's solution](#)

140.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yangchang's solution](#)

141.

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[yangchang's solution](#)

142.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[yangchang's solution](#)

143.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[yangchang's solution](#)

144.

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[yangchang's solution](#)

145.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[yangchang's solution](#)

146.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[yangchang's solution](#)

147.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[yangchang's solution](#)

148.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[yangchang's solution](#)

149.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[yangchang's solution](#)

150.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[yangchang's solution](#)

151.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[yangchang's solution](#)

152.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[yangchang's solution](#)

153.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[yangchang's solution](#)

154.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[yangchang's solution](#)

155.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[yangchang's solution](#)

156.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation
[yangchang's solution](#)

157.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[yangchang's solution](#)

158.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, sortings, trees
[yangchang's solution](#)

159.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
[yangchang's solution](#)

160.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[yangchang's solution](#)

161.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, sortings
[yangchang's solution](#)

162.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yangchang's solution](#)

163.

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[yangchang's solution](#)

164.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,426 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings
[yangchang's solution](#)

165.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2024-03-12 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths
[yangchang's solution](#)

166.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp
[yangchang's solution](#)

167.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[yangchang's solution](#)

168.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[yangchang's solution](#)

169.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,282 global accepts · Rating: 2200 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp
[yangchang's solution](#)

170.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation
[yangchang's solution](#)

171.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[yangchang's solution](#)

172.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
[yangchang's solution](#)

173.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[yangchang's solution](#)

174.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[yangchang's solution](#)

175.

1085E

[Vasya and Templates](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[yangchang's solution](#)

176.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[yangchang's solution](#)

177.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangchang's solution](#)

178.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[yangchang's solution](#)

179.

1191E

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

Rating: 2300 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[yangchang's solution](#)

180.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[yangchang's solution](#)

181.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[yangchang's solution](#)

182.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings

[yangchang's solution](#)

183.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[yangchang's solution](#)

184.

1204E

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

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[yangchang's solution](#)

185.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[yangchang's solution](#)

186.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[yangchang's solution](#)

187.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[yangchang's solution](#)

188.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, number theory

[yangchang's solution](#)

189.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[yangchang's solution](#)

190.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[yangchang's solution](#)

191.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[yangchang's solution](#)

192.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[yangchang's solution](#)

193.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[yangchang's solution](#)

194.

601C

[Kleofáš and the n-thon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[yangchang's solution](#)

195.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities
[yangchang's solution](#)

196.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp
[yangchang's solution](#)

197.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[yangchang's solution](#)

198.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[yangchang's solution](#)

199.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[yangchang's solution](#)

200.

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, two pointers
[yangchang's solution](#)

201.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[yangchang's solution](#)

202.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[yangchang's solution](#)

203.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[yangchang's solution](#)

204.

845G

[Shortest Path Problem? · Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math
[yangchang's solution](#)

205.

1843F2

[Omsk Metro \(hard version\) · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
[yangchang's solution](#)

206.

891C

[Envy · Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[yangchang's solution](#)

207.

1009F

[Dominant Indices · Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2022-10-20 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees
[yangchang's solution](#)

208.

718C

[Sasha and Array · Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices
[yangchang's solution](#)

209.

2211F

[Learning Binary Search · Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[yangchang's solution](#)

210.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[yangchang's solution](#)

211.

2157F

[Git Gud · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[yangchang's solution](#)

212.

2175E1

[Beautiful Patterns \(Easy Version\) · Tutorial](#)

Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[yangchang's solution](#)

213.

449D

[Jzzhu and Numbers · Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[yangchang's solution](#)

214.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-07-26 · last AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[yangchang's solution](#)

215.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[yangchang's solution](#)

216.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[yangchang's solution](#)

217.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[yangchang's solution](#)

218.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[yangchang's solution](#)

219.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yangchang's solution](#)

220.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yangchang's solution](#)

221.

246E

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

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[yangchang's solution](#)

222.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[yangchang's solution](#)

223.

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[yangchang's solution](#)

224.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-03-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
[yangchang's solution](#)

225.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities

[yangchang's solution](#)

226.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[yangchang's solution](#)

227.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[yangchang's solution](#)

228.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[yangchang's solution](#)

229.

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[yangchang's solution](#)

230.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[yangchang's solution](#)

231.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[yangchang's solution](#)

232.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangchang's solution](#)

233.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[yangchang's solution](#)

234.

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[yangchang's solution](#)

235.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[yangchang's solution](#)

236.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[yangchang's solution](#)

237.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[yangchang's solution](#)

238.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[yangchang's solution](#)

239.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[yangchang's solution](#)

240.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[yangchang's solution](#)

241.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory

[yangchang's solution](#)

242.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[yangchang's solution](#)

243.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[yangchang's solution](#)

244.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yangchang's solution](#)

245.

1930E

[2...3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[yangchang's solution](#)

246.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures
[yangchang's solution](#)

247.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory
[yangchang's solution](#)

248.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[yangchang's solution](#)

249.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[yangchang's solution](#)

250.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[yangchang's solution](#)

251.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
[yangchang's solution](#)

252.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[yangchang's solution](#)

253.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[yangchang's solution](#)

254.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[yangchang's solution](#)

255.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[yangchang's solution](#)

256.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[yangchang's solution](#)

257.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[yangchang's solution](#)

258.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[yangchang's solution](#)

259.

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[yangchang's solution](#)

260.

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[yangchang's solution](#)

261.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[yangchang's solution](#)

262.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[yangchang's solution](#)

263.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[yangchang's solution](#)

264.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[yangchang's solution](#)

265.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings, two pointers

[yangchang's solution](#)

266.

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[yangchang's solution](#)

267.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[yangchang's solution](#)

268.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[yangchang's solution](#)

269.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[yangchang's solution](#)

270.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graph matchings, greedy

[yangchang's solution](#)

271.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[yangchang's solution](#)

272.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[yangchang's solution](#)

273.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[yangchang's solution](#)

274.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[yangchang's solution](#)

275.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[yangchang's solution](#)

276.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees
[yangchang's solution](#)

277.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[yangchang's solution](#)

278.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[yangchang's solution](#)

279.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[yangchang's solution](#)

280.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[yangchang's solution](#)

281.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs
[yangchang's solution](#)

282.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-09-15 · last AC: 2026-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[yangchang's solution](#)

283.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[yangchang's solution](#)

284.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games
[yangchang's solution](#)

285.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[yangchang's solution](#)

286.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yangchang's solution](#)

287.

1439B

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

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[yangchang's solution](#)

288.

1325E

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

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[yangchang's solution](#)

289.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp

[yangchang's solution](#)

290.

331D2

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

Quality: 158 global accepts · Rating: 2600 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[yangchang's solution](#)

291.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[yangchang's solution](#)

292.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[yangchang's solution](#)

293.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[yangchang's solution](#)

294.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing

[yangchang's solution](#)

295.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[yangchang's solution](#)

296.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[yangchang's solution](#)

297.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[yangchang's solution](#)

298.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-17 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[yangchang's solution](#)

299.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[yangchang's solution](#)

300.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[yangchang's solution](#)

301.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yangchang's solution](#)

302.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[yangchang's solution](#)

303.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2024-04-05 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[yangchang's solution](#)

304.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, expression parsing, implementation

[yangchang's solution](#)

305.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2023-05-01 · last AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[yangchang's solution](#)

306.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[yangchang's solution](#)

307.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[yangchang's solution](#)

308.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[yangchang's solution](#)

309.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[yangchang's solution](#)

310.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[yangchang's solution](#)

311.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[yangchang's solution](#)

312.

896C

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

Quality: 4,439 global accepts · Rating: 2600 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[yangchang's solution](#)

313.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[yangchang's solution](#)

314.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[yangchang's solution](#)

315.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[yangchang's solution](#)

316.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: flows, shortest paths
[yangchang's solution](#)

317.

1617E

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

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2025-10-29 · last AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees
[yangchang's solution](#)

318.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[yangchang's solution](#)

319.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees
[yangchang's solution](#)

320.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive
[yangchang's solution](#)

321.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices
[yangchang's solution](#)

322.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-07-18 · last AC: 2024-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing
[yangchang's solution](#)

323.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[yangchang's solution](#)

324.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-09-08 · last AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[yangchang's solution](#)

325.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[yangchang's solution](#)

326.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[yangchang's solution](#)

327.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[yangchang's solution](#)

328.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[yangchang's solution](#)

329.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[yangchang's solution](#)

330.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[yangchang's solution](#)

331.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[yangchang's solution](#)

332.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[yangchang's solution](#)

333.

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[yangchang's solution](#)

334.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2025-04-12 · last AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[yangchang's solution](#)

335.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-07 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[yangchang's solution](#)

336.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[yangchang's solution](#)

337.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-09-06 · last AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[yangchang's solution](#)

338.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[yangchang's solution](#)

339.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[yangchang's solution](#)

340.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[yangchang's solution](#)

341.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[yangchang's solution](#)

342.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[yangchang's solution](#)

343.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[yangchang's solution](#)

344.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, math, probabilities

[yangchang's solution](#)

345.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-04-18 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yangchang's solution](#)

346.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths
[yangchang's solution](#)

347.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[yangchang's solution](#)

348.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[yangchang's solution](#)

349.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[yangchang's solution](#)

350.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[yangchang's solution](#)

351.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory
[yangchang's solution](#)

352.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math
[yangchang's solution](#)

353.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities
[yangchang's solution](#)

354.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[yangchang's solution](#)

355.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[yangchang's solution](#)

356.

2196E1

[Fuzzy Concatenation \(Easy Version\) · Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[yangchang's solution](#)

357.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[yangchang's solution](#)

358.

1415F

[Cakes for Clones · Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yangchang's solution](#)

359.

1738G

[Anti-Increasing Addicts · Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[yangchang's solution](#)

360.

2042E

[Vertex Pairs · Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[yangchang's solution](#)

361.

19E

[Fairy · Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[yangchang's solution](#)

362.

193D

[Two Segments · Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[yangchang's solution](#)

363.

938G

[Shortest Path Queries · Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[yangchang's solution](#)

364.

2001E2

[Deterministic Heap \(Hard Version\) · Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[yangchang's solution](#)

365.

1735F

[Pebbles and Beads · Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[yangchang's solution](#)

366.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-01-14 · last AC: 2024-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[yangchang's solution](#)

367.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[yangchang's solution](#)

368.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings
[yangchang's solution](#)

369.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings
[yangchang's solution](#)

370.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, meet-in-the-middle
[yangchang's solution](#)

371.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows
[yangchang's solution](#)

372.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices
[yangchang's solution](#)

373.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[yangchang's solution](#)

374.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
[yangchang's solution](#)

375.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[yangchang's solution](#)

376.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[yangchang's solution](#)

377.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[yangchang's solution](#)

378.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[yangchang's solution](#)

379.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[yangchang's solution](#)

380.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[yangchang's solution](#)

381.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-03-23 · last AC: 2026-01-01 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees

[yangchang's solution](#)

382.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[yangchang's solution](#)

383.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[yangchang's solution](#)

384.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yangchang's solution](#)

385.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[yangchang's solution](#)

386.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-01-08 · last AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[yangchang's solution](#)

387.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[yangchang's solution](#)

388.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[yangchang's solution](#)

389.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[yangchang's solution](#)

390.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[yangchang's solution](#)

391.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[yangchang's solution](#)

392.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[yangchang's solution](#)

393.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[yangchang's solution](#)

394.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[yangchang's solution](#)

395.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-10-08 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yangchang's solution](#)

396.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[yangchang's solution](#)

397.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2025-01-31 · last AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[yangchang's solution](#)

398.

2048H

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

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[yangchang's solution](#)

399.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy

[yangchang's solution](#)

400.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[yangchang's solution](#)

401.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[yangchang's solution](#)

402.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[yangchang's solution](#)

403.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yangchang's solution](#)

404.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[yangchang's solution](#)

405.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[yangchang's solution](#)

406.

792F

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

Quality: 235 global accepts · Rating: 3100 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[yangchang's solution](#)

407.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[yangchang's solution](#)

408.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[yangchang's solution](#)

409.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yangchang's solution](#)

410.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[yangchang's solution](#)

411.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math
[yangchang's solution](#)

412.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-10-27 · last AC: 2026-05-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp
[yangchang's solution](#)

413.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, trees
[yangchang's solution](#)

414.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, math
[yangchang's solution](#)

415.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-09-15 · last AC: 2026-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp
[yangchang's solution](#)

416.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities
[yangchang's solution](#)

417.

2190E

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

Quality: 236 global accepts · Rating: 3200 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics
[yangchang's solution](#)

418.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[yangchang's solution](#)

419.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[yangchang's solution](#)

420.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3200 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[yangchang's solution](#)

421.

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, probabilities

[yangchang's solution](#)

422.

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[yangchang's solution](#)

423.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[yangchang's solution](#)

424.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[yangchang's solution](#)

425.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[yangchang's solution](#)

426.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[yangchang's solution](#)

427.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, strings

[yangchang's solution](#)

428.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation
[yangchang's solution](#)

429.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[yangchang's solution](#)

430.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp
[yangchang's solution](#)

431.

2004G

[Substring Compression](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
[yangchang's solution](#)

432.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, two pointers
[yangchang's solution](#)

433.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[yangchang's solution](#)

434.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, graphs, math, probabilities
[yangchang's solution](#)

435.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2025-09-08 · last AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[yangchang's solution](#)

436.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-04-20 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
[yangchang's solution](#)

437.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees
[yangchang's solution](#)

438.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[yangchang's solution](#)

439.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[yangchang's solution](#)

440.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2024-12-19 · last AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[yangchang's solution](#)

441.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[yangchang's solution](#)

442.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[yangchang's solution](#)

443.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[yangchang's solution](#)

444.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[yangchang's solution](#)

445.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-11-22 · last AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[yangchang's solution](#)

446.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[yangchang's solution](#)

447.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[yangchang's solution](#)

448.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[yangchang's solution](#)

449.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[yangchang's solution](#)

450.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[yangchang's solution](#)

451.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures
[yangchang's solution](#)

452.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing
[yangchang's solution](#)

453.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2026-04-24 · last AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math
[yangchang's solution](#)

454.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math
[yangchang's solution](#)

455.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: games, interactive
[yangchang's solution](#)

456.

2164H

[PalindromePalindrome](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: 3400 · first AC: 2025-12-12 · last AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[yangchang's solution](#)

457.

843D

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

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[yangchang's solution](#)

458.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, greedy

[yangchang's solution](#)

459.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[yangchang's solution](#)

460.

1874G

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

Quality: 147 global accepts · Rating: 3500 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[yangchang's solution](#)

461.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[yangchang's solution](#)

462.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[yangchang's solution](#)

463.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[yangchang's solution](#)

464.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3500 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math, trees

[yangchang's solution](#)

465.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: games

[yangchang's solution](#)

466.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[yangchang's solution](#)

467.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[yangchang's solution](#)

468.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2021-12-18 · last AC: 2025-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[yangchang's solution](#)

469.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[yangchang's solution](#)

470.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[yangchang's solution](#)

471.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yangchang's solution](#)

472.

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[yangchang's solution](#)

473.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yangchang's solution](#)

474.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yangchang's solution](#)

475.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[yangchang's solution](#)

476.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[yangchang's solution](#)

477.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yangchang's solution](#)

478.

2222D

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

Quality: 3,187 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[yangchang's solution](#)

479.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,774 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[yangchang's solution](#)

480.

2222B

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

Quality: 7,275 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[yangchang's solution](#)

481.

2222A

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

Quality: 9,993 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[yangchang's solution](#)

482.

2219D

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

Quality: 429 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[yangchang's solution](#)

483.

2219C

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

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[yangchang's solution](#)

484.

2219B2

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

Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yangchang's solution](#)

485.

2219B1

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

Quality: 3,603 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

[yangchang's solution](#)

486.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,993 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yangchang's solution](#)

487.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[yangchang's solution](#)

488.

undefined277

[Heroes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: *special

[yangchang's solution](#)

489.

undefined454

[Kakuro](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[yangchang's solution](#)

490.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[yangchang's solution](#)

491.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[yangchang's solution](#)

492.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[yangchang's solution](#)

493.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[yangchang's solution](#)

494.

100110G

[RLE Size](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[yangchang's solution](#)

495.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[yangchang's solution](#)

496.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[yangchang's solution](#)

497.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[yangchang's solution](#)

498.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[yangchang's solution](#)

499.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[yangchang's solution](#)

500.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[yangchang's solution](#)

501.

100341D

[Block Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yangchang's solution](#)

502.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yangchang's solution](#)

503.

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[yangchang's solution](#)

504.

100084E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[yangchang's solution](#)

505.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[yangchang's solution](#)

506.

102411J

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

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[yangchang's solution](#)

507.

100861E

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

Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yangchang's solution](#)

508.

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yangchang's solution](#)

509.

100202A

[Little Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yangchang's solution](#)

510.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yangchang's solution](#)

511.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yangchang's solution](#)

512.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yangchang's solution](#)

513.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[yangchang's solution](#)

514.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees
[yangchang's solution](#)

515.

100543G

[Virus synthesis](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[yangchang's solution](#)

516.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[yangchang's solution](#)

517.

102512C

[Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[yangchang's solution](#)

518.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · last AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[yangchang's solution](#)

519.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[yangchang's solution](#)

520.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[yangchang's solution](#)

521.

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · last AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[yangchang's solution](#)

522.

undefined513

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[yangchang's solution](#)

523.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[yangchang's solution](#)

524.

100418H

[Equalize](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[yangchang's solution](#)

525.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[yangchang's solution](#)