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36.

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94.

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1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,049 global accepts · Rating: 800 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[yeminghan's solution](#)

102.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yeminghan's solution](#)

103.

1831A

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

Quality: 46,282 global accepts · Rating: 800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yeminghan's solution](#)

104.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,174 global accepts · Rating: 800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[yeminghan's solution](#)

105.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,447 global accepts · Rating: 800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yeminghan's solution](#)

106.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,617 global accepts · Rating: 800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yeminghan's solution](#)

107.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,888 global accepts · Rating: 800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

108.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,080 global accepts · Rating: 800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[yeminghan's solution](#)

109.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,816 global accepts · Rating: 800 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[yeminghan's solution](#)

110.

1760B

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

Quality: 53,337 global accepts · Rating: 800 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[yeminghan's solution](#)

111.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,921 global accepts · Rating: 800 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[yeminghan's solution](#)

112.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[yeminghan's solution](#)

113.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[yeminghan's solution](#)

114.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation

[yeminghan's solution](#)

115.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,005 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yeminghan's solution](#)

116.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,689 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[yeminghan's solution](#)

117.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 800 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[yeminghan's solution](#)

118.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,603 global accepts · Rating: 800 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[yeminghan's solution](#)

119.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yeminghan's solution](#)

120.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[yeminghan's solution](#)

121.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,624 global accepts · Rating: 800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[yeminghan's solution](#)

122.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,330 global accepts · Rating: 800 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[yeminghan's solution](#)

123.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,345 global accepts · Rating: 800 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yeminghan's solution](#)

124.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,696 global accepts · Rating: 800 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yeminghan's solution](#)

125.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,437 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[yeminghan's solution](#)

126.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

127.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[yeminghan's solution](#)

128.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[yeminghan's solution](#)

129.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: strings

[yeminghan's solution](#)

130.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[yeminghan's solution](#)

131.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[yeminghan's solution](#)

132.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[yeminghan's solution](#)

133.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yeminghan's solution](#)

134.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

135.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yeminghan's solution](#)

136.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yeminghan's solution](#)

137.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,142 global accepts · Rating: 800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[yeminghan's solution](#)

138.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,658 global accepts · Rating: 800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[yeminghan's solution](#)

139.

1791A

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

Quality: 80,601 global accepts · Rating: 800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[yeminghan's solution](#)

140.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,749 global accepts · Rating: 800 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yeminghan's solution](#)

141.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

142.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 43,993 global accepts · Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

143.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yeminghan's solution](#)

144.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,084 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[yeminghan's solution](#)

145.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,283 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yeminghan's solution](#)

146.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yeminghan's solution](#)

147.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,414 global accepts · Rating: 800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yeminghan's solution](#)

148.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[yeminghan's solution](#)

149.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,981 global accepts · Rating: 800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yeminghan's solution](#)

150.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy,

implementation, sortings

[yeminghan's solution](#)

151.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,772 global accepts · Rating: 800 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[yeminghan's solution](#)

152.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yeminghan's solution](#)

153.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[yeminghan's solution](#)

154.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,807 global accepts · Rating: 800 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yeminghan's solution](#)

155.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,578 global accepts · Rating: 800 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yeminghan's solution](#)

156.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yeminghan's solution](#)

157.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yeminghan's solution](#)

158.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yeminghan's solution](#)

159.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yeminghan's solution](#)

160.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,897 global accepts · Rating: 800 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[yeminghan's solution](#)

161.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[yeminghan's solution](#)

162.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[yeminghan's solution](#)

163.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yeminghan's solution](#)

164.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · last AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[yeminghan's solution](#)

165.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · last AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: strings

[yeminghan's solution](#)

166.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,047 global accepts · Rating: 800 · first AC: 2022-03-06 · last AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[yeminghan's solution](#)

167.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,267 global accepts · Rating: 800 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[yeminghan's solution](#)

168.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[yeminghan's solution](#)

169.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[yeminghan's solution](#)

170.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,846 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[yeminghan's solution](#)

171.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,749 global accepts · Rating: 900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

172.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[yeminghan's solution](#)

173.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[yeminghan's solution](#)

174.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[yeminghan's solution](#)

175.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[yeminghan's solution](#)

176.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,240 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[yeminghan's solution](#)

177.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings
[yeminghan's solution](#)

178.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 900 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[yeminghan's solution](#)

179.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[yeminghan's solution](#)

180.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,850 global accepts · Rating: 900 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[yeminghan's solution](#)

181.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[yeminghan's solution](#)

182.

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,127 global accepts · Rating: 900 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[yeminghan's solution](#)

183.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[yeminghan's solution](#)

184.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,362 global accepts · Rating: 900 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[yeminghan's solution](#)

185.

1900B

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

Quality: 20,468 global accepts · Rating: 900 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[yeminghan's solution](#)

186.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[yeminghan's solution](#)

187.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,703 global accepts · Rating: 900 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[yeminghan's solution](#)

188.

1875A

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

Quality: 46,983 global accepts · Rating: 900 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[yeminghan's solution](#)

189.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,628 global accepts · Rating: 900 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[yeminghan's solution](#)

190.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,075 global accepts · Rating: 900 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

191.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,043 global accepts · Rating: 900 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yeminghan's solution](#)

192.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,493 global accepts · Rating: 900 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yeminghan's solution](#)

193.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yeminghan's solution](#)

194.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,911 global accepts · Rating: 900 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[yeminghan's solution](#)

195.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,790 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[yeminghan's solution](#)

196.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[yeminghan's solution](#)

197.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[yeminghan's solution](#)

198.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,616 global accepts · Rating: 900 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yeminghan's solution](#)

199.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,160 global accepts · Rating: 900 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[yeminghan's solution](#)

200.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,613 global accepts · Rating: 900 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yeminghan's solution](#)

201.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,747 global accepts · Rating: 900 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[yeminghan's solution](#)

202.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,736 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

203.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,852 global accepts · Rating: 900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yeminghan's solution](#)

204.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
[yeminghan's solution](#)

205.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[yeminghan's solution](#)

206.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,080 global accepts · Rating: 900 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[yeminghan's solution](#)

207.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[yeminghan's solution](#)

208.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[yeminghan's solution](#)

209.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[yeminghan's solution](#)

210.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[yeminghan's solution](#)

211.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,930 global accepts · Rating: 900 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yeminghan's solution](#)

212.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[yeminghan's solution](#)

213.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[yeminghan's solution](#)

214.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[yeminghan's solution](#)

215.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[yeminghan's solution](#)

216.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[yeminghan's solution](#)

217.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[yeminghan's solution](#)

218.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[yeminghan's solution](#)

219.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[yeminghan's solution](#)

220.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings

[yeminghan's solution](#)

221.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[yeminghan's solution](#)

222.

1876A

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

Quality: 34,905 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[yeminghan's solution](#)

223.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,311 global accepts · Rating: 1000 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[yeminghan's solution](#)

224.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[yeminghan's solution](#)

225.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yeminghan's solution](#)

226.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yeminghan's solution](#)

227.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yeminghan's solution](#)

228.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

229.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[yeminghan's solution](#)

230.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,011 global accepts · Rating: 1000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[yeminghan's solution](#)

231.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

232.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,164 global accepts · Rating: 1000 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[yeminghan's solution](#)

233.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[yeminghan's solution](#)

234.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yeminghan's solution](#)

235.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[yeminghan's solution](#)

236.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[yeminghan's solution](#)

237.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[yeminghan's solution](#)

238.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[yeminghan's solution](#)

239.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[yeminghan's solution](#)

240.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[yeminghan's solution](#)

241.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[yeminghan's solution](#)

242.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[yeminghan's solution](#)

243.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 1000 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[yeminghan's solution](#)

244.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,161 global accepts · Rating: 1000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[yeminghan's solution](#)

245.

2183B

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

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[yeminghan's solution](#)

246.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yeminghan's solution](#)

247.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

248.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,113 global accepts · Rating: 1100 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[yeminghan's solution](#)

249.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yeminghan's solution](#)

250.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[yeminghan's solution](#)

251.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,008 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[yeminghan's solution](#)

252.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[yeminghan's solution](#)

253.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[yeminghan's solution](#)

254.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

255.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yeminghan's solution](#)

256.

1995B1

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

Quality: 20,983 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[yeminghan's solution](#)

257.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yeminghan's solution](#)

258.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[yeminghan's solution](#)

259.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,271 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[yeminghan's solution](#)

260.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,878 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[yeminghan's solution](#)

261.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,887 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[yeminghan's solution](#)

262.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-12 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[yeminghan's solution](#)

263.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[yeminghan's solution](#)

264.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[yeminghan's solution](#)

265.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,082 global accepts · Rating: 1100 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[yeminghan's solution](#)

266.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yeminghan's solution](#)

267.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,453 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[yeminghan's solution](#)

268.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,064 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[yeminghan's solution](#)

269.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,716 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[yeminghan's solution](#)

270.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[yeminghan's solution](#)

271.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,379 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[yeminghan's solution](#)

272.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[yeminghan's solution](#)

273.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[yeminghan's solution](#)

274.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[yeminghan's solution](#)

275.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[yeminghan's solution](#)

276.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,712 global accepts · Rating: 1100 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[yeminghan's solution](#)

277.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,993 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[yeminghan's solution](#)

278.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[yeminghan's solution](#)

279.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,721 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[yeminghan's solution](#)

280.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yeminghan's solution](#)

281.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,552 global accepts · Rating: 1100 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yeminghan's solution](#)

282.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[yeminghan's solution](#)

283.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[yeminghan's solution](#)

284.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,479 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[yeminghan's solution](#)

285.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,004 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[yeminghan's solution](#)

286.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

287.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 1100 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy,

implementation, sortings

[yeminghan's solution](#)

288.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[yeminghan's solution](#)

289.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[yeminghan's solution](#)

290.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yeminghan's solution](#)

291.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,970 global accepts · Rating: 1100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[yeminghan's solution](#)

292.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,098 global accepts · Rating: 1100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[yeminghan's solution](#)

293.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yeminghan's solution](#)

294.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[yeminghan's solution](#)

295.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[yeminghan's solution](#)

296.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[yeminghan's solution](#)

297.

1624C

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

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[yeminghan's solution](#)

298.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[yeminghan's solution](#)

299.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[yeminghan's solution](#)

300.

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[yeminghan's solution](#)

301.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[yeminghan's solution](#)

302.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[yeminghan's solution](#)

303.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[yeminghan's solution](#)

304.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,807 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[yeminghan's solution](#)

305.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,817 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[yeminghan's solution](#)

306.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[yeminghan's solution](#)

307.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

308.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[yeminghan's solution](#)

309.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,896 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[yeminghan's solution](#)

310.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[yeminghan's solution](#)

311.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yeminghan's solution](#)

312.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,374 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[yeminghan's solution](#)

313.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[yeminghan's solution](#)

314.

1352B

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

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yeminghan's solution](#)

315.

1352C

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

Quality: 69,758 global accepts · Rating: 1200 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[yeminghan's solution](#)

316.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,253 global accepts · Rating: 1200 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[yeminghan's solution](#)

317.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[yeminghan's solution](#)

318.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,814 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[yeminghan's solution](#)

319.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,742 global accepts · Rating: 1200 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[yeminghan's solution](#)

320.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,394 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[yeminghan's solution](#)

321.

1834C

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

Quality: 15,038 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[yeminghan's solution](#)

322.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[yeminghan's solution](#)

323.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[yeminghan's solution](#)

324.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[yeminghan's solution](#)

325.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,388 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yeminghan's solution](#)

326.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,660 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[yeminghan's solution](#)

327.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[yeminghan's solution](#)

328.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,091 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[yeminghan's solution](#)

329.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,613 global accepts · Rating: 1200 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[yeminghan's solution](#)

330.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yeminghan's solution](#)

331.

1734C

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

Quality: 28,625 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

332.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[yeminghan's solution](#)

333.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, two pointers

[yeminghan's solution](#)

334.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,706 global accepts · Rating: 1200 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[yeminghan's solution](#)

335.

1635C

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

Quality: 25,123 global accepts · Rating: 1200 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

336.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,091 global accepts · Rating: 1200 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[yeminghan's solution](#)

337.

1679B

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

Quality: 27,425 global accepts · Rating: 1200 · first AC: 2022-05-14 · last AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[yeminghan's solution](#)

338.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[yeminghan's solution](#)

339.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[yeminghan's solution](#)

340.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[yeminghan's solution](#)

341.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[yeminghan's solution](#)

342.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[yeminghan's solution](#)

343.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 1300 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[yeminghan's solution](#)

344.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[yeminghan's solution](#)

345.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

346.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[yeminghan's solution](#)

347.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yeminghan's solution](#)

348.

1978C

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

Quality: 17,785 global accepts · Rating: 1300 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[yeminghan's solution](#)

349.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,427 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[yeminghan's solution](#)

350.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[yeminghan's solution](#)

351.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[yeminghan's solution](#)

352.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[yeminghan's solution](#)

353.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 1300 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[yeminghan's solution](#)

354.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[yeminghan's solution](#)

355.

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[yeminghan's solution](#)

356.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[yeminghan's solution](#)

357.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,973 global accepts · Rating: 1300 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[yeminghan's solution](#)

358.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[yeminghan's solution](#)

359.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[yeminghan's solution](#)

360.

1889A

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

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[yeminghan's solution](#)

361.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[yeminghan's solution](#)

362.

1881D

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

Quality: 28,426 global accepts · Rating: 1300 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[yeminghan's solution](#)

363.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,415 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[yeminghan's solution](#)

364.

1879C

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

Quality: 27,105 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy
[yeminghan's solution](#)

365.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers
[yeminghan's solution](#)

366.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[yeminghan's solution](#)

367.

1676G

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

Quality: 23,998 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[yeminghan's solution](#)

368.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, games, greedy, interactive

[yeminghan's solution](#)

369.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[yeminghan's solution](#)

370.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[yeminghan's solution](#)

371.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[yeminghan's solution](#)

372.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,316 global accepts · Rating: 1300 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[yeminghan's solution](#)

373.

1850F

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

Quality: 24,583 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[yeminghan's solution](#)

374.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[yeminghan's solution](#)

375.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[yeminghan's solution](#)

376.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[yeminghan's solution](#)

377.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yeminghan's solution](#)

378.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

379.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,771 global accepts · Rating: 1300 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[yeminghan's solution](#)

380.

1794C

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

Quality: 22,080 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[yeminghan's solution](#)

381.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[yeminghan's solution](#)

382.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

383.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[yeminghan's solution](#)

384.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[yeminghan's solution](#)

385.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

386.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[yeminghan's solution](#)

387.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[yeminghan's solution](#)

388.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,267 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[yeminghan's solution](#)

389.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math
[yeminghan's solution](#)

390.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[yeminghan's solution](#)

391.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,958 global accepts · Rating: 1300 · first AC: 2022-03-06 · last AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yeminghan's solution](#)

392.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[yeminghan's solution](#)

393.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yeminghan's solution](#)

394.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[yeminghan's solution](#)

395.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[yeminghan's solution](#)

396.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[yeminghan's solution](#)

397.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[yeminghan's solution](#)

398.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[yeminghan's solution](#)

399.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[yeminghan's solution](#)

400.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[yeminghan's solution](#)

401.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[yeminghan's solution](#)

402.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[yeminghan's solution](#)

403.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[yeminghan's solution](#)

404.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[yeminghan's solution](#)

405.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[yeminghan's solution](#)

406.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[yeminghan's solution](#)

407.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

408.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[yeminghan's solution](#)

409.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[yeminghan's solution](#)

410.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[yeminghan's solution](#)

411.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yeminghan's solution](#)

412.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[yeminghan's solution](#)

413.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,857 global accepts · Rating: 1400 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, math

[yeminghan's solution](#)

414.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[yeminghan's solution](#)

415.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[yeminghan's solution](#)

416.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,960 global accepts · Rating: 1400 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[yeminghan's solution](#)

417.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[yeminghan's solution](#)

418.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[yeminghan's solution](#)

419.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

420.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[yeminghan's solution](#)

421.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[yeminghan's solution](#)

422.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[yeminghan's solution](#)

423.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[yeminghan's solution](#)

424.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,314 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yeminghan's solution](#)

425.

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yeminghan's solution](#)

426.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,505 global accepts · Rating: 1400 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yeminghan's solution](#)

427.

1183D

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

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[yeminghan's solution](#)

428.

1634B

[Fortune Telling](#) · [Tutorial](#)

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

[yeminghan's solution](#)

429.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[yeminghan's solution](#)

430.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

greedy, implementation, sortings

[yeminghan's solution](#)

431.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[yeminghan's solution](#)

432.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[yeminghan's solution](#)

433.

1624D

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

Quality: 19,078 global accepts · Rating: 1400 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[yeminghan's solution](#)

434.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yeminghan's solution](#)

435.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[yeminghan's solution](#)

436.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[yeminghan's solution](#)

437.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yeminghan's solution](#)

438.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yeminghan's solution](#)

439.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,639 global accepts · Rating: 1500 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[yeminghan's solution](#)

440.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[yeminghan's solution](#)

441.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,676 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[yeminghan's solution](#)

442.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[yeminghan's solution](#)

443.

1616C

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

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[yeminghan's solution](#)

444.

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[yeminghan's solution](#)

445.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,568 global accepts · Rating: 1500 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[yeminghan's solution](#)

446.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[yeminghan's solution](#)

447.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yeminghan's solution](#)

448.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[yeminghan's solution](#)

449.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[yeminghan's solution](#)

450.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1500 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[yeminghan's solution](#)

451.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[yeminghan's solution](#)

452.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 1500 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[yeminghan's solution](#)

453.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[yeminghan's solution](#)

454.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[yeminghan's solution](#)

455.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yeminghan's solution](#)

456.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,883 global accepts · Rating: 1500 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[yeminghan's solution](#)

457.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yeminghan's solution](#)

458.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[yeminghan's solution](#)

459.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,685 global accepts · Rating: 1500 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yeminghan's solution](#)

460.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[yeminghan's solution](#)

461.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yeminghan's solution](#)

462.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,462 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[yeminghan's solution](#)

463.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,841 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yeminghan's solution](#)

464.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[yeminghan's solution](#)

465.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[yeminghan's solution](#)

466.

1851E

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

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[yeminghan's solution](#)

467.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[yeminghan's solution](#)

468.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[yeminghan's solution](#)

469.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[yeminghan's solution](#)

470.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[yeminghan's solution](#)

471.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,219 global accepts · Rating: 1500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[yeminghan's solution](#)

472.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,176 global accepts · Rating: 1500 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yeminghan's solution](#)

473.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,783 global accepts · Rating: 1500 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[yeminghan's solution](#)

474.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[yeminghan's solution](#)

475.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[yeminghan's solution](#)

476.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[yeminghan's solution](#)

477.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[yeminghan's solution](#)

478.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[yeminghan's solution](#)

479.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,900 global accepts · Rating: 1500 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yeminghan's solution](#)

480.

1646C

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

Quality: 19,511 global accepts · Rating: 1500 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, math

[yeminghan's solution](#)

481.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[yeminghan's solution](#)

482.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[yeminghan's solution](#)

483.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yeminghan's solution](#)

484.

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[yeminghan's solution](#)

485.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,259 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[yeminghan's solution](#)

486.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[yeminghan's solution](#)

487.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[yeminghan's solution](#)

488.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[yeminghan's solution](#)

489.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[yeminghan's solution](#)

490.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[yeminghan's solution](#)

491.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[yeminghan's solution](#)

492.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[yeminghan's solution](#)

493.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[yeminghan's solution](#)

494.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1600 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[yeminghan's solution](#)

495.

1748C

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

Quality: 13,003 global accepts · Rating: 1600 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[yeminghan's solution](#)

496.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yeminghan's solution](#)

497.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[yeminghan's solution](#)

498.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yeminghan's solution](#)

499.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-12 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[yeminghan's solution](#)

500.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[yeminghan's solution](#)

501.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yeminghan's solution](#)

502.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,484 global accepts · Rating: 1600 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[yeminghan's solution](#)

503.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1600 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[yeminghan's solution](#)

504.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[yeminghan's solution](#)

505.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1600 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[yeminghan's solution](#)

506.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[yeminghan's solution](#)

507.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[yeminghan's solution](#)

508.

1886C

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

Quality: 16,595 global accepts · Rating: 1600 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[yeminghan's solution](#)

509.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[yeminghan's solution](#)

510.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1600 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yeminghan's solution](#)

511.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[yeminghan's solution](#)

512.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[yeminghan's solution](#)

513.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[yeminghan's solution](#)

514.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[yeminghan's solution](#)

515.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[yeminghan's solution](#)

516.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,325 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[yeminghan's solution](#)

517.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yeminghan's solution](#)

518.

1529C

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

Rating: 1600 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yeminghan's solution](#)

519.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[yeminghan's solution](#)

520.

1722E

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

Quality: 13,365 global accepts · Rating: 1600 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[yeminghan's solution](#)

521.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[yeminghan's solution](#)

522.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yeminghan's solution](#)

523.

1775C

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

Quality: 14,205 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[yeminghan's solution](#)

524.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: sortings, two pointers

[yeminghan's solution](#)

525.

1165D

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

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[yeminghan's solution](#)

526.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[yeminghan's solution](#)

527.

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

[yeminghan's solution](#)

528.

2159A

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

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[yeminghan's solution](#)

529.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[yeminghan's solution](#)

530.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[yeminghan's solution](#)

531.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[yeminghan's solution](#)

532.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[yeminghan's solution](#)

533.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[yeminghan's solution](#)

534.

2089A

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

Quality: 7,191 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[yeminghan's solution](#)

535.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[yeminghan's solution](#)

536.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[yeminghan's solution](#)

537.

2027D1

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

Quality: 6,965 global accepts · Rating: 1700 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[yeminghan's solution](#)

538.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[yeminghan's solution](#)

539.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[yeminghan's solution](#)

540.

2006A

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

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[yeminghan's solution](#)

541.

1995B2

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

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[yeminghan's solution](#)

542.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[yeminghan's solution](#)

543.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[yeminghan's solution](#)

544.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[yeminghan's solution](#)

545.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[yeminghan's solution](#)

546.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[yeminghan's solution](#)

547.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[yeminghan's solution](#)

548.

818D

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

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[yeminghan's solution](#)

549.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[yeminghan's solution](#)

550.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[yeminghan's solution](#)

551.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[yeminghan's solution](#)

552.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[yeminghan's solution](#)

553.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math
[yeminghan's solution](#)

554.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[yeminghan's solution](#)

555.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings
[yeminghan's solution](#)

556.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[yeminghan's solution](#)

557.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[yeminghan's solution](#)

558.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[yeminghan's solution](#)

559.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[yeminghan's solution](#)

560.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
[yeminghan's solution](#)

561.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[yeminghan's solution](#)

562.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[yeminghan's solution](#)

563.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[yeminghan's solution](#)

564.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[yeminghan's solution](#)

565.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[yeminghan's solution](#)

566.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[yeminghan's solution](#)

567.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[yeminghan's solution](#)

568.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[yeminghan's solution](#)

569.

1529D

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

Rating: 1700 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[yeminghan's solution](#)

570.

1760G

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

Quality: 10,312 global accepts · Rating: 1700 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[yeminghan's solution](#)

571.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[yeminghan's solution](#)

572.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[yeminghan's solution](#)

573.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[yeminghan's solution](#)

574.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: games

[yeminghan's solution](#)

575.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2022-07-05 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[yeminghan's solution](#)

576.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[yeminghan's solution](#)

577.

126B

[Password](#) · [Tutorial](#)

Quality: 24,762 global accepts · Rating: 1700 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[yeminghan's solution](#)

578.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[yeminghan's solution](#)

579.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,726 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yeminghan's solution](#)

580.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[yeminghan's solution](#)

581.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp,

graphs, trees

[yeminghan's solution](#)

582.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[yeminghan's solution](#)

583.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[yeminghan's solution](#)

584.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 1800 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[yeminghan's solution](#)

585.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[yeminghan's solution](#)

586.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[yeminghan's solution](#)

587.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[yeminghan's solution](#)

588.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[yeminghan's solution](#)

589.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[yeminghan's solution](#)

590.

1995C

[Squaring](#) · [Tutorial](#)

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591.

1990D

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implementation

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592.

1981C

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593.

1968F

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594.

1965B

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595.

1935D

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596.

1935C

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597.

1923D

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598.

1930D1

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599.

1922E

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600.

1631D

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601.

1915G

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602.

691C

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603.

665D

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604.

652C

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605.

612D

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606.

600C

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607.

799C

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608.

1862F

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609.

1861D

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610.

1867D

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611.

1872F

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612.

1851F

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613.

1856E1

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614.

1852B

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615.

1852A

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[yeminghan's solution](#)

616.

1848C

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617.

1729E

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618.

1846F

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619.

1846E2

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620.

1845D

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621.

1801B

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622.

1805D

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623.

1793D

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624.

1780D

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625.

1775D

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626.

1732C1

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627.

1734D

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628.

946D

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629.

1635D

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630.

1328D

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631.

2190B2

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

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632.

2180D

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633.

2180C

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634.

2157E

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635.

2138B

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636.

2129C1

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Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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637.

2089B1

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Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

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638.

2077B

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Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[yeminghan's solution](#)

639.

2066B

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640.

2049D

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Quality: 6,019 global accepts · Rating: 1900 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

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641.

2053E

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greedy, trees

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642.

2021C2

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Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[yeminghan's solution](#)

643.

2018B

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Quality: 5,188 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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644.

2013D

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Quality: 7,469 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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645.

2009G1

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[yeminghan's solution](#)

646.

2001D

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647.

2002D1

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648.

1545B

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649.

1998C

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650.

1991E

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Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

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651.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

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652.

1994D

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Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

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653.

1946D

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Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

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654.

1945F

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655.

1929D

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656.

1927F

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Quality: 5,386 global accepts · Rating: 1900 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

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657.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

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658.

1922D

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Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

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659.

1920D

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Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

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660.

1912A

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661.

1909D

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662.

818E

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663.

817D

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Quality: 6,285 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings
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664.

1906E

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665.

808D

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666.

803D

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Quality: 4,042 global accepts · Rating: 1900 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
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667.

803C

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Quality: 5,818 global accepts · Rating: 1900 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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668.

792D

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[yeminghan's solution](#)

669.

702D

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Quality: 3,736 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math
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670.

660D

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671.

622D

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[yeminghan's solution](#)

672.

1820D

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Rating: 1900 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers
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673.

1887B

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Quality: 3,902 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths
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674.

1887A2

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Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings
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675.

1878F

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676.

1882D

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677.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings
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678.

1866C

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Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
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679.

784F

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Quality: 1,144 global accepts · Rating: 1900 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation
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680.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,663 global accepts · Rating: 1900 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths
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681.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1900 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[yeminghan's solution](#)

682.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

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683.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

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684.

1847D

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685.

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689.

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690.

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692.

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693.

2135C

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694.

2129C2

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695.

2062E1

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696.

2063D

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697.

2061E

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2045B

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700.

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701.

474C

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702.

1616D

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703.

1994E

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704.

1988D

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705.

1978E

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706.

1974G

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707.

1943B

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708.

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709.

1936B

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710.

1923E

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711.

1624E

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713.

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715.

803E

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716.

797E

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717.

792C

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718.

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719.

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720.

609D

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600D

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722.

1889C1

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723.

598E

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724.

1862G

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725.

1881G

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726.

1851G

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727.

1857G

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728.

1827B1

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729.

1815B

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730.

1770D

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731.

353D

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732.

1399E1

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1613E

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734.

920F

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735.

1624F

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736.

2183E

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737.

2183D2

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738.

2159B

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739.

2150C

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740.

2135D1

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741.

2127E

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742.

2115B

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743.

2045I

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744.

2046C

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745.

2004E

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746.

1998D

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747.

1748D

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748.

1934D1

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749.

1930D2

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750.

1710B

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751.

1924B

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752.

1920E

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753.

1919D

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754.

1900E

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755.

837E

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756.

1906J

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757.

1906F

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758.

797D

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759.

762C

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760.

702E

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761.

1896E

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762.

665E

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Quality: 4,423 global accepts · Rating: 2100 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

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763.

1775E

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764.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

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765.

609E

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766.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[yeminghan's solution](#)

767.

632D

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768.

1838D

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769.

1801D

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770.

1003E

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771.

1821E

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772.

1202C

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773.

837D

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774.

1734E

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775.

1271E

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776.

1486D

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777.

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

[yeminghan's solution](#)

778.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[yeminghan's solution](#)

779.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[yeminghan's solution](#)

780.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[yeminghan's solution](#)

781.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[yeminghan's solution](#)

782.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy,

trees

[yeminghan's solution](#)

783.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[yeminghan's solution](#)

784.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[yeminghan's solution](#)

785.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[yeminghan's solution](#)

786.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[yeminghan's solution](#)

787.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[yeminghan's solution](#)

788.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2200 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[yeminghan's solution](#)

789.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[yeminghan's solution](#)

790.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[yeminghan's solution](#)

791.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[yeminghan's solution](#)

792.

2013E

[Prefix GCD](#) · [Tutorial](#)

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

[yeminghan's solution](#)

793.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[yeminghan's solution](#)

794.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[yeminghan's solution](#)

795.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[yeminghan's solution](#)

796.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[yeminghan's solution](#)

797.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[yeminghan's solution](#)

798.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[yeminghan's solution](#)

799.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 2200 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[yeminghan's solution](#)

800.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[yeminghan's solution](#)

801.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yeminghan's solution](#)

802.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[yeminghan's solution](#)

803.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[yeminghan's solution](#)

804.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[yeminghan's solution](#)

805.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[yeminghan's solution](#)

806.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 2200 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yeminghan's solution](#)

807.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[yeminghan's solution](#)

808.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[yeminghan's solution](#)

809.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[yeminghan's solution](#)

810.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[yeminghan's solution](#)

811.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[yeminghan's solution](#)

812.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[yeminghan's solution](#)

813.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2023-07-28 · Secret 2021 (first AC) · Tags: *special

[yeminghan's solution](#)

814.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[yeminghan's solution](#)

815.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yeminghan's solution](#)

816.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[yeminghan's solution](#)

817.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[yeminghan's solution](#)

818.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[yeminghan's solution](#)

819.

2190C

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

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[yeminghan's solution](#)

820.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[yeminghan's solution](#)

821.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[yeminghan's solution](#)

822.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[yeminghan's solution](#)

823.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[yeminghan's solution](#)

824.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[yeminghan's solution](#)

825.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[yeminghan's solution](#)

826.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[yeminghan's solution](#)

827.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[yeminghan's solution](#)

828.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[yeminghan's solution](#)

829.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[yeminghan's solution](#)

830.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[yeminghan's solution](#)

831.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[yeminghan's solution](#)

832.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[yeminghan's solution](#)

833.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[yeminghan's solution](#)

834.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[yeminghan's solution](#)

835.

1748E

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

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[yeminghan's solution](#)

836.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[yeminghan's solution](#)

837.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[yeminghan's solution](#)

838.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[yeminghan's solution](#)

839.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yeminghan's solution](#)

840.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[yeminghan's solution](#)

841.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[yeminghan's solution](#)

842.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[yeminghan's solution](#)

843.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[yeminghan's solution](#)

844.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[yeminghan's solution](#)

845.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[yeminghan's solution](#)

846.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[yeminghan's solution](#)

847.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[yeminghan's solution](#)

848.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[yeminghan's solution](#)

849.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[yeminghan's solution](#)

850.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[yeminghan's solution](#)

851.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,399 global accepts · Rating: 2300 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[yeminghan's solution](#)

852.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[yeminghan's solution](#)

853.

1824B2

[Luo Tianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[yeminghan's solution](#)

854.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[yeminghan's solution](#)

855.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[yeminghan's solution](#)

856.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[yeminghan's solution](#)

857.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[yeminghan's solution](#)

858.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[yeminghan's solution](#)

859.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[yeminghan's solution](#)

860.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2025-01-30 · last AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities, two pointers

[yeminghan's solution](#)

861.

2063F1

[Counting Is Not Fun \(Easy Version\) · Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[yeminghan's solution](#)

862.

2049E

[Broken Queries · Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[yeminghan's solution](#)

863.

1628D2

[Game on Sum \(Hard Version\) · Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[yeminghan's solution](#)

864.

1059E

[Split the Tree · Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[yeminghan's solution](#)

865.

698C

[LRU · Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[yeminghan's solution](#)

866.

2005D

[Alter the GCD · Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[yeminghan's solution](#)

867.

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

[yeminghan's solution](#)

868.

1978F

[Large Graph · Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[yeminghan's solution](#)

869.

1981D

[Turtle and Multiplication · Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

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870.

1957E

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Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

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871.

1943D1

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Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math
[yeminghan's solution](#)

872.

1935E

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Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[yeminghan's solution](#)

873.

1934D2

[XOR Break --- Game Version · Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive
[yeminghan's solution](#)

874.

1936C

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Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[yeminghan's solution](#)

875.

1913E

[Matrix Problem · Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[yeminghan's solution](#)

876.

1924C

[Fractal Origami · Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices
[yeminghan's solution](#)

877.

1631F

[Flipping Range · Tutorial](#)

Rating: 2400 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory
[yeminghan's solution](#)

878.

1909E

[Multiple Lamps · Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[yeminghan's solution](#)

879.

1887C

[Minimum Array · Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[yeminghan's solution](#)

880.

1879E

[Interactive Game with Coloring · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[yeminghan's solution](#)

881.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[yeminghan's solution](#)

882.

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[yeminghan's solution](#)

883.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[yeminghan's solution](#)

884.

1820E

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, trees

[yeminghan's solution](#)

885.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[yeminghan's solution](#)

886.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[yeminghan's solution](#)

887.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[yeminghan's solution](#)

888.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[yeminghan's solution](#)

889.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[yeminghan's solution](#)

890.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[yeminghan's solution](#)

891.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[yeminghan's solution](#)

892.

2135D2

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

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[yeminghan's solution](#)

893.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[yeminghan's solution](#)

894.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[yeminghan's solution](#)

895.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2500 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[yeminghan's solution](#)

896.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[yeminghan's solution](#)

897.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[yeminghan's solution](#)

898.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yeminghan's solution](#)

899.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[yeminghan's solution](#)

900.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[yeminghan's solution](#)

901.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[yeminghan's solution](#)

902.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[yeminghan's solution](#)

903.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, sortings

[yeminghan's solution](#)

904.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[yeminghan's solution](#)

905.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[yeminghan's solution](#)

906.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[yeminghan's solution](#)

907.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[yeminghan's solution](#)

908.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[yeminghan's solution](#)

909.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[yeminghan's solution](#)

910.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[yeminghan's solution](#)

911.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[yeminghan's solution](#)

912.

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
[yeminghan's solution](#)

913.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[yeminghan's solution](#)

914.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[yeminghan's solution](#)

915.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[yeminghan's solution](#)

916.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[yeminghan's solution](#)

917.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings
[yeminghan's solution](#)

918.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[yeminghan's solution](#)

919.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[yeminghan's solution](#)

920.

1153F

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

Quality: 929 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[yeminghan's solution](#)

921.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[yeminghan's solution](#)

922.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[yeminghan's solution](#)

923.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[yeminghan's solution](#)

924.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[yeminghan's solution](#)

925.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[yeminghan's solution](#)

926.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[yeminghan's solution](#)

927.

325C

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

Quality: 449 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[yeminghan's solution](#)

928.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[yeminghan's solution](#)

929.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[yeminghan's solution](#)

930.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[yeminghan's solution](#)

931.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[yeminghan's solution](#)

932.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[yeminghan's solution](#)

933.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yeminghan's solution](#)

934.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[yeminghan's solution](#)

935.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2600 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[yeminghan's solution](#)

936.

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[yeminghan's solution](#)

937.

321E

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

Quality: 6,271 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[yeminghan's solution](#)

938.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[yeminghan's solution](#)

939.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[yeminghan's solution](#)

940.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[yeminghan's solution](#)

941.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees
[yeminghan's solution](#)

942.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[yeminghan's solution](#)

943.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive
[yeminghan's solution](#)

944.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[yeminghan's solution](#)

945.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[yeminghan's solution](#)

946.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices
[yeminghan's solution](#)

947.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[yeminghan's solution](#)

948.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[yeminghan's solution](#)

949.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation
[yeminghan's solution](#)

950.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive
[yeminghan's solution](#)

951.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[yeminghan's solution](#)

952.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing

[yeminghan's solution](#)

953.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[yeminghan's solution](#)

954.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[yeminghan's solution](#)

955.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[yeminghan's solution](#)

956.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[yeminghan's solution](#)

957.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[yeminghan's solution](#)

958.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[yeminghan's solution](#)

959.

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

[yeminghan's solution](#)

960.

1746F

[Kazaee](#) · [Tutorial](#)

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961.

2178G

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962.

2180F1

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963.

2157G

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964.

794E

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965.

2150E2

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966.

2147F

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967.

1827D

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968.

516D

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969.

2127F

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970.

2112F

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971.

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972.

1842G

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973.

1419F

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974.

2055E

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[yeminghan's solution](#)

975.

1142D

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976.

1773G

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977.

794F

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978.

850D

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979.

702F

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980.

1943D2

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981.

1935F

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982.

2211G

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[yeminghan's solution](#)

983.

933D

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[yeminghan's solution](#)

984.

1528E

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[yeminghan's solution](#)

985.

2085F2

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[yeminghan's solution](#)

986.

2084F

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Quality: 508 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[yeminghan's solution](#)

987.

2164F2

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

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[yeminghan's solution](#)

988.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[yeminghan's solution](#)

989.

2140F

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[yeminghan's solution](#)

990.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[yeminghan's solution](#)

991.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
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992.

2111G

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993.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

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[yeminghan's solution](#)

994.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math
[yeminghan's solution](#)

995.

1860F

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Quality: 322 global accepts · Rating: 2900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings
[yeminghan's solution](#)

996.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
[yeminghan's solution](#)

997.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[yeminghan's solution](#)

998.

1965D

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Quality: 536 global accepts · Rating: 2900 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[yeminghan's solution](#)

999.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[yeminghan's solution](#)

1000.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees
[yeminghan's solution](#)

1001.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory
[yeminghan's solution](#)

1002.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3000 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees
[yeminghan's solution](#)

1003.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees
[yeminghan's solution](#)

1004.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees
[yeminghan's solution](#)

1005.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs
[yeminghan's solution](#)

1006.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[yeminghan's solution](#)

1007.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees
[yeminghan's solution](#)

1008.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs
[yeminghan's solution](#)

1009.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings
[yeminghan's solution](#)

1010.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[yeminghan's solution](#)

1011.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yeminghan's solution](#)

1012.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[yeminghan's solution](#)

1013.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[yeminghan's solution](#)

1014.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[yeminghan's solution](#)

1015.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[yeminghan's solution](#)

1016.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[yeminghan's solution](#)

1017.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[yeminghan's solution](#)

1018.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, shortest paths, strings

[yeminghan's solution](#)

1019.

1988F

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Quality: 422 global accepts · Rating: 3000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[yeminghan's solution](#)

1020.

464E

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Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[yeminghan's solution](#)

1021.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

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1022.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

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1023.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

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1024.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[yeminghan's solution](#)

1025.

1948G

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

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

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1026.

1458E

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Quality: 556 global accepts · Rating: 3100 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

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1027.

2006E

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Quality: 318 global accepts · Rating: 3100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

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1028.

542B

[Duck Hunt](#) · [Tutorial](#)

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[yeminghan's solution](#)

1029.

1930G

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Quality: 494 global accepts · Rating: 3100 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[yeminghan's solution](#)

1030.

2190E

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Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[yeminghan's solution](#)

1031.

2183G

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Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[yeminghan's solution](#)

1032.

2181C

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

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[yeminghan's solution](#)

1033.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[yeminghan's solution](#)

1034.

1344F

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Quality: 511 global accepts · Rating: 3200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[yeminghan's solution](#)

1035.

2159D2

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

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1036.

1656H

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Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[yeminghan's solution](#)

1037.

1396E

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Quality: 434 global accepts · Rating: 3200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[yeminghan's solution](#)

1038.

1603E

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Quality: 641 global accepts · Rating: 3200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yeminghan's solution](#)

1039.

2128F

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Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[yeminghan's solution](#)

1040.

1267H

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Quality: 229 global accepts · Rating: 3200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yeminghan's solution](#)

1041.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: games

[yeminghan's solution](#)

1042.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yeminghan's solution](#)

1043.

487E

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Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[yeminghan's solution](#)

1044.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yeminghan's solution](#)

1045.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[yeminghan's solution](#)

1046.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[yeminghan's solution](#)

1047.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[yeminghan's solution](#)

1048.

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

[yeminghan's solution](#)

1049.

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[yeminghan's solution](#)

1050.

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[yeminghan's solution](#)

1051.

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
[yeminghan's solution](#)

1052.

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

[yeminghan's solution](#)

1053.

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[yeminghan's solution](#)

1054.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[yeminghan's solution](#)

1055.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[yeminghan's solution](#)

1056.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yeminghan's solution](#)

1057.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, trees

[yeminghan's solution](#)

1058.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yeminghan's solution](#)

1059.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[yeminghan's solution](#)

1060.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory

[yeminghan's solution](#)

1061.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[yeminghan's solution](#)

1062.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[yeminghan's solution](#)

1063.

2077F

[AND x OR](#) · [Tutorial](#)

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

[yeminghan's solution](#)

1064.

1930H

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

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[yeminghan's solution](#)

1065.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[yeminghan's solution](#)

1066.

1844H

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

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[yeminghan's solution](#)

1067.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: games

[yeminghan's solution](#)

1068.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, greedy

[yeminghan's solution](#)

1069.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[yeminghan's solution](#)

1070.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[yeminghan's solution](#)

1071.

2018E2

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

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[yeminghan's solution](#)

1072.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[yeminghan's solution](#)

1073.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[yeminghan's solution](#)

1074.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[yeminghan's solution](#)

1075.

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

[yeminghan's solution](#)

1076.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[yeminghan's solution](#)

1077.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[yeminghan's solution](#)

1078.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[yeminghan's solution](#)

1079.

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[yeminghan's solution](#)

1080.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[yeminghan's solution](#)

1081.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[yeminghan's solution](#)

1082.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs
[yeminghan's solution](#)

1083.

1737G

[Ela Takes Dancing Class](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 3500 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[yeminghan's solution](#)

1084.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[yeminghan's solution](#)

1085.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[yeminghan's solution](#)

1086.

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive
[yeminghan's solution](#)

1087.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[yeminghan's solution](#)

1088.

2222G

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

Quality: 156 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees
[yeminghan's solution](#)

1089.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[yeminghan's solution](#)

1090.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[yeminghan's solution](#)

1091.

2222D

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

Quality: 3,170 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings
[yeminghan's solution](#)

1092.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[yeminghan's solution](#)

1093.

2222B

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

Quality: 7,255 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[yeminghan's solution](#)

1094.

2222A

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

Quality: 9,959 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[yeminghan's solution](#)

1095.

2219C

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

Quality: 1,210 global accepts · Rating: — · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[yeminghan's solution](#)

1096.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special

[yeminghan's solution](#)

1097.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,267 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[yeminghan's solution](#)

1098.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special

[yeminghan's solution](#)

1099.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, communication

[yeminghan's solution](#)

1100.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[yeminghan's solution](#)

1101.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[yeminghan's solution](#)

1102.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks

[yeminghan's solution](#)

1103.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,559 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[yeminghan's solution](#)

1104.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,126 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation
[yeminghan's solution](#)

1105.

105949B

[Ternary](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[yeminghan's solution](#)

1106.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force
[yeminghan's solution](#)

1107.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive
[yeminghan's solution](#)

1108.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory
[yeminghan's solution](#)

1109.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[yeminghan's solution](#)

1110.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures
[yeminghan's solution](#)

1111.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[yeminghan's solution](#)

1112.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[yeminghan's solution](#)

1113.

104381N

[Hopscotch](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[yeminghan's solution](#)

1114.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[yeminghan's solution](#)

1115.

105163H

[Color of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[yeminghan's solution](#)

1116.

105163G

[Grey-like Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1117.

105163C

[Monster Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1118.

105163F

[Photography](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1119.

105163J

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1120.

105163L

[Badminton](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1121.

105163D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1122.

105163K

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1123.

105163B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1124.

105163I

[This is an easy problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1125.

105184D

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · last AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yeminghan's solution](#)

1126.

105184F

[3 Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yeminghan's solution](#)

1127.

105184E

[Breakfast II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yeminghan's solution](#)

1128.

105184J

[Iris' Food](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yeminghan's solution](#)

1129.

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yeminghan's solution](#)

1130.

105184I

[Subnet](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yeminghan's solution](#)

1131.

105184G

[Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yeminghan's solution](#)

1132.

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[yeminghan's solution](#)

1133.

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[yeminghan's solution](#)

1134.

1959E

[Jumping on Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms, strings

[yeminghan's solution](#)

1135.

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special

[yeminghan's solution](#)

1136.

1959C

[Count the Number of Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[yeminghan's solution](#)

1137.

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.7 (first AC) · Tags: *special, implementation, strings

[yeminghan's solution](#)

1138.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[yeminghan's solution](#)

1139.

1911G

[Median String](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, strings

[yeminghan's solution](#)

1140.

1911F

[Boxers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[yeminghan's solution](#)

1141.

1911E

[Powers Of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.7 (first AC) · Tags: *special, bitmasks, greedy

[yeminghan's solution](#)

1142.

1911D

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

Rating: — · first AC: 2023-12-10 · Kotlin 1.7 (first AC) · Tags: *special

[yeminghan's solution](#)

1143.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.7 (first AC) · Tags: *special, sortings

[yeminghan's solution](#)

1144.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[yeminghan's solution](#)

1145.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[yeminghan's solution](#)

1146.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-11-13 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[yeminghan's solution](#)

1147.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[yeminghan's solution](#)

1148.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[yeminghan's solution](#)

1149.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[yeminghan's solution](#)

1150.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1151.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1152.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1153.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1154.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1155.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1156.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[yeminghan's solution](#)

1157.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2023-07-28 · UnknownX (first AC) · Tags: *special
[yeminghan's solution](#)

1158.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2023-07-28 · Python 3 (first AC) · Tags: *special

[yeminghan's solution](#)

1159.

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[yeminghan's solution](#)

1160.

104443A

[TheForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[yeminghan's solution](#)

1161.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

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