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Unique solved — yh2022lzh

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

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Count: 218

1.

2152A

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2.

2147A

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3.

2143A

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4.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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5.

2139A

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6.

2128A

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Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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7.

2125A

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8.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,105 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
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9.

2126B

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10.

1822C

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11.

1822B

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12.

1822A

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Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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13.

1877A

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Quality: 52,361 global accepts · Rating: 800 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math
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14.

2125B

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[yh2022lizzh's solution](#)

15.

2147B

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16.

2143B

[Discounts](#) · [Tutorial](#)

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17.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[yh2022lizzh's solution](#)

18.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
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19.

2128B

[Deque Process](#) · [Tutorial](#)

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[yh2022lizzh's solution](#)

20.

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[yh2022lizzh's solution](#)

21.

2126C

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

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[yh2022lizzh's solution](#)

22.

2128C

[Leftmost Below](#) · [Tutorial](#)

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[yh2022lizzh's solution](#)

23.

2126D

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

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[yh2022lizzh's solution](#)

24.

1822D

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[yh2022lizzh's solution](#)

25.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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26.

2152B

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27.

2143C

[Max Tree](#) · [Tutorial](#)

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[yh2022lizzh's solution](#)

28.

34C

[Page Numbers](#) · [Tutorial](#)

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[yh2022lizzh's solution](#)

29.

2152C

[Triple Removal](#) · [Tutorial](#)

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30.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

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[yh2022lizzh's solution](#)

31.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[yh2022lzh's solution](#)

32.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[yh2022lzh's solution](#)

33.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[yh2022lzh's solution](#)

34.

1542B

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

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[yh2022lzh's solution](#)

35.

1877D

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

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

[yh2022lzh's solution](#)

36.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[yh2022lzh's solution](#)

37.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[yh2022lzh's solution](#)

38.

2128D

[Sum of LDS](#) · [Tutorial](#)

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[yh2022lzh's solution](#)

39.

2125D

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

Quality: 9,277 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[yh2022lzh's solution](#)

40.

1305C

[Kuroki and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[yh2022lzh's solution](#)

41.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[yh2022lzh's solution](#)

42.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[yh2022lzh's solution](#)

43.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[yh2022lzh's solution](#)

44.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[yh2022lzh's solution](#)

45.

2159A

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

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
[yh2022lzh's solution](#)

46.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[yh2022lzh's solution](#)

47.

81B

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

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[yh2022lzh's solution](#)

48.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[yh2022lzh's solution](#)

49.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory
[yh2022lzh's solution](#)

50.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy
[yh2022lzh's solution](#)

51.

2143D1

[Inversion Graph Coloring \(Easy Version\) · Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[yh2022lzh's solution](#)

52.

2139E1

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

Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[yh2022lzh's solution](#)

53.

1042D

[Petya and Array · Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[yh2022lzh's solution](#)

54.

743D

[Chloe and pleasant prizes · Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yh2022lzh's solution](#)

55.

1083A

[The Fair Nut and the Best Path · Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

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56.

173B

[Chamber of Secrets · Tutorial](#)

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[yh2022lzh's solution](#)

57.

2139D

[Antiamuny Wants to Learn Swap · Tutorial](#)

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[yh2022lzh's solution](#)

58.

2128E1

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

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59.

1926G

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[yh2022lzh's solution](#)

60.

1968G1

[Division + LCP \(easy version\) · Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

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61.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings
[yh2022lzh's solution](#)

62.

818E

[Card Game Again](#) · [Tutorial](#)

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[yh2022lzh's solution](#)

63.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[yh2022lzh's solution](#)

64.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[yh2022lzh's solution](#)

65.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[yh2022lzh's solution](#)

66.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[yh2022lzh's solution](#)

67.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu
[yh2022lzh's solution](#)

68.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[yh2022lzh's solution](#)

69.

2126F

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

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
[yh2022lzh's solution](#)

70.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[yh2022lzh's solution](#)

71.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[yh2022lzh's solution](#)

72.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[yh2022lzh's solution](#)

73.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[yh2022lzh's solution](#)

74.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yh2022lzh's solution](#)

75.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[yh2022lzh's solution](#)

76.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[yh2022lzh's solution](#)

77.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[yh2022lzh's solution](#)

78.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[yh2022lzh's solution](#)

79.

926F

[Mobile Communications](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[yh2022lzh's solution](#)

80.

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[yh2022lzh's solution](#)

81.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[yh2022lzh's solution](#)

82.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
[yh2022lzh's solution](#)

83.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
[yh2022lzh's solution](#)

84.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-04-07 · last AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[yh2022lzh's solution](#)

85.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2024-05-05 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[yh2022lzh's solution](#)

86.

919E

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

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[yh2022lzh's solution](#)

87.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[yh2022lzh's solution](#)

88.

540E

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

Quality: 2,494 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees
[yh2022lzh's solution](#)

89.

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
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90.

74C

[Chessboard Billiard](#) · [Tutorial](#)

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theory

[yh2022lzh's solution](#)

91.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[yh2022lzh's solution](#)

92.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[yh2022lzh's solution](#)

93.

2126G1

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

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[yh2022lzh's solution](#)

94.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[yh2022lzh's solution](#)

95.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[yh2022lzh's solution](#)

96.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[yh2022lzh's solution](#)

97.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[yh2022lzh's solution](#)

98.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yh2022lzh's solution](#)

99.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry

[yh2022lzh's solution](#)

100.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees

[yh2022lzh's solution](#)

101.

182A

[Battlefield](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2200 · first AC: 2025-03-21 · last AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, graphs, implementation, shortest paths

[yh2022lzh's solution](#)

102.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[yh2022lzh's solution](#)

103.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[yh2022lzh's solution](#)

104.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[yh2022lzh's solution](#)

105.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-05-26 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yh2022lzh's solution](#)

106.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[yh2022lzh's solution](#)

107.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[yh2022lzh's solution](#)

108.

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yh2022lzh's solution](#)

109.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[yh2022lzh's solution](#)

110.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[yh2022lzh's solution](#)

111.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[yh2022lzh's solution](#)

112.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[yh2022lzh's solution](#)

113.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2024-06-22 · last AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[yh2022lzh's solution](#)

114.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[yh2022lzh's solution](#)

115.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[yh2022lzh's solution](#)

116.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[yh2022lzh's solution](#)

117.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[yh2022lzh's solution](#)

118.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yh2022lzh's solution](#)

119.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[yh2022lzh's solution](#)

120.

1154G

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

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[yh2022lzh's solution](#)

121.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[yh2022lzh's solution](#)

122.

731D

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

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[yh2022lzh's solution](#)

123.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yh2022lzh's solution](#)

124.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[yh2022lzh's solution](#)

125.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2024-03-21 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[yh2022lzh's solution](#)

126.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[yh2022lzh's solution](#)

127.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[yh2022lzh's solution](#)

128.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[yh2022lzh's solution](#)

129.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[yh2022lzh's solution](#)

130.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-07 · last AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[yh2022lzh's solution](#)

131.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math
[yh2022lzh's solution](#)

132.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[yh2022lzh's solution](#)

133.

624D

[Array GCD](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory
[yh2022lzh's solution](#)

134.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-03-30 · last AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[yh2022lzh's solution](#)

135.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[yh2022lzh's solution](#)

136.

1875F

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

Rating: 2300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[yh2022lzh's solution](#)

137.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2024-06-16 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths
[yh2022lzh's solution](#)

138.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[yh2022lzh's solution](#)

139.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[yh2022lzh's solution](#)

140.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[yh2022lzh's solution](#)

141.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[yh2022lzh's solution](#)

142.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[yh2022lzh's solution](#)

143.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[yh2022lzh's solution](#)

144.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[yh2022lzh's solution](#)

145.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, implementation

[yh2022lzh's solution](#)

146.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation

[yh2022lzh's solution](#)

147.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[yh2022lzh's solution](#)

148.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[yh2022lzh's solution](#)

149.

1706E

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

Quality: 3,724 global accepts · Rating: 2300 · first AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[yh2022lzh's solution](#)

150.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yh2022lzh's solution](#)

151.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[yh2022lzh's solution](#)

152.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[yh2022lzh's solution](#)

153.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[yh2022lzh's solution](#)

154.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[yh2022lzh's solution](#)

155.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[yh2022lzh's solution](#)

156.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yh2022lzh's solution](#)

157.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[yh2022lzh's solution](#)

158.

2126G2

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

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[yh2022lzh's solution](#)

159.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings
[yh2022lzh's solution](#)

160.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-04-17 · last AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[yh2022lzh's solution](#)

161.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[yh2022lzh's solution](#)

162.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[yh2022lzh's solution](#)

163.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[yh2022lzh's solution](#)

164.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-03-30 · last AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[yh2022lzh's solution](#)

165.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths
[yh2022lzh's solution](#)

166.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[yh2022lzh's solution](#)

167.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[yh2022lzh's solution](#)

168.

1423J

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

Quality: 888 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[yh2022lzh's solution](#)

169.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[yh2022lzh's solution](#)

170.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2024-11-27 · last AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[yh2022lzh's solution](#)

171.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[yh2022lzh's solution](#)

172.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-12-08 · last AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[yh2022lzh's solution](#)

173.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[yh2022lzh's solution](#)

174.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[yh2022lzh's solution](#)

175.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[yh2022lzh's solution](#)

176.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-06-02 · last AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[yh2022lzh's solution](#)

177.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[yh2022lzh's solution](#)

178.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[yh2022lzh's solution](#)

179.

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[yh2022lzh's solution](#)

180.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[yh2022lzh's solution](#)

181.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[yh2022lzh's solution](#)

182.

209C

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

Quality: 875 global accepts · Rating: 2400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[yh2022lzh's solution](#)

183.

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[yh2022lzh's solution](#)

184.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[yh2022lzh's solution](#)

185.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[yh2022lzh's solution](#)

186.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[yh2022lzh's solution](#)

187.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[yh2022lzh's solution](#)

188.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[yh2022lzh's solution](#)

189.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2024-05-18 · last AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[yh2022lzh's solution](#)

190.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[yh2022lzh's solution](#)

191.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[yh2022lzh's solution](#)

192.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[yh2022lzh's solution](#)

193.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-08-10 · last AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[yh2022lzh's solution](#)

194.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yh2022lzh's solution](#)

195.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yh2022lzh's solution](#)

196.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[yh2022lzh's solution](#)

197.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yh2022lzh's solution](#)

198.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[yh2022lzh's solution](#)

199.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: probabilities, shortest paths

[yh2022lzh's solution](#)

200.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[yh2022lzh's solution](#)

201.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[yh2022lzh's solution](#)

202.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[yh2022lzh's solution](#)

203.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[yh2022lzh's solution](#)

204.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[yh2022lzh's solution](#)

205.

1163F

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

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[yh2022lzh's solution](#)

206.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yh2022lzh's solution](#)

207.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[yh2022lzh's solution](#)

208.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yh2022lzh's solution](#)

209.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yh2022lzh's solution](#)

210.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[yh2022lzh's solution](#)

211.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[yh2022lzh's solution](#)

212.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yh2022lzh's solution](#)

213.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yh2022lzh's solution](#)

214.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yh2022lzh's solution](#)

215.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yh2022lzh's solution](#)

216.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yh2022lzh's solution](#)

217.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · last AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yh2022lzh's solution](#)

218.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yh2022lzh's solution](#)