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Unique solved — yhx-12243

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

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

Filters: [none](#)

Count: 675

1.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

[yhx-12243's solution](#)

2.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: [sortings](#), [strings](#)

[yhx-12243's solution](#)

3.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,260 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: [math](#), [number theory](#)

[yhx-12243's solution](#)

4.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#)

[yhx-12243's solution](#)

5.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#), [math](#)

[yhx-12243's solution](#)

6.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [implementation](#)

[yhx-12243's solution](#)

7.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#)

[yhx-12243's solution](#)

8.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[yhx-12243's solution](#)

9.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#), [math](#)

[yhx-12243's solution](#)

10.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[yhx-12243's solution](#)

11.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[yhx-12243's solution](#)

12.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[yhx-12243's solution](#)

13.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[yhx-12243's solution](#)

14.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: implementation

[yhx-12243's solution](#)

15.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation

[yhx-12243's solution](#)

16.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, interactive

[yhx-12243's solution](#)

17.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[yhx-12243's solution](#)

18.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++ (first AC) · Tags: implementation, strings

[yhx-12243's solution](#)

19.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[yhx-12243's solution](#)

20.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number

theory

[yhx-12243's solution](#)

21.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[yhx-12243's solution](#)

22.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[yhx-12243's solution](#)

23.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[yhx-12243's solution](#)

24.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[yhx-12243's solution](#)

25.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[yhx-12243's solution](#)

26.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · GNU C++ (first AC) · Tags: brute force, implementation
[yhx-12243's solution](#)

27.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[yhx-12243's solution](#)

28.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[yhx-12243's solution](#)

29.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[yhx-12243's solution](#)

30.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[yhx-12243's solution](#)

31.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[yhx-12243's solution](#)

32.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[yhx-12243's solution](#)

33.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yhx-12243's solution](#)

34.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yhx-12243's solution](#)

35.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[yhx-12243's solution](#)

36.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,807 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[yhx-12243's solution](#)

37.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yhx-12243's solution](#)

38.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[yhx-12243's solution](#)

39.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[yhx-12243's solution](#)

40.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yhx-12243's solution](#)

- 41.**
1209B
[Koala and Lights](#) · [Tutorial](#)
Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[yhx-12243's solution](#)
- 42.**
1119B
[Alyona and a Narrow Fridge](#) · [Tutorial](#)
Quality: 16,365 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings
[yhx-12243's solution](#)
- 43.**
976B
[Lara Croft and the New Game](#) · [Tutorial](#)
Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: implementation, math
[yhx-12243's solution](#)
- 44.**
1548A
[Web of Lies](#) · [Tutorial](#)
Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[yhx-12243's solution](#)
- 45.**
1515C
[Phoenix and Towers](#) · [Tutorial](#)
Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[yhx-12243's solution](#)
- 46.**
1517C
[Fillomino 2](#) · [Tutorial](#)
Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[yhx-12243's solution](#)
- 47.**
1505C
[Fibonacci Words](#) · [Tutorial](#)
Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[yhx-12243's solution](#)
- 48.**
1456A
[Bouncing Ball](#) · [Tutorial](#)
Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[yhx-12243's solution](#)
- 49.**
1375C
[Element Extermination](#) · [Tutorial](#)
Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[yhx-12243's solution](#)
- 50.**
1276A
[As Simple as One and Two](#) · [Tutorial](#)
Quality: 12,948 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[yhx-12243's solution](#)
- 51.**
24A
[Ring road](#) · [Tutorial](#)

Quality: 6,855 global accepts · Rating: 1400 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[yhx-12243's solution](#)

52.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[yhx-12243's solution](#)

53.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++ (first AC) · Tags: binary search

[yhx-12243's solution](#)

54.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation, strings

[yhx-12243's solution](#)

55.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[yhx-12243's solution](#)

56.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[yhx-12243's solution](#)

57.

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[yhx-12243's solution](#)

58.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[yhx-12243's solution](#)

59.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[yhx-12243's solution](#)

60.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[yhx-12243's solution](#)

61.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[yhx-12243's solution](#)

62.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[yhx-12243's solution](#)

63.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[yhx-12243's solution](#)

64.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[yhx-12243's solution](#)

65.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[yhx-12243's solution](#)

66.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[yhx-12243's solution](#)

67.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yhx-12243's solution](#)

68.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: brute force, implementation, math, sortings
[yhx-12243's solution](#)

69.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[yhx-12243's solution](#)

70.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[yhx-12243's solution](#)

71.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[yhx-12243's solution](#)

72.

1528A

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

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[yhx-12243's solution](#)

73.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yhx-12243's solution](#)

74.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

[yhx-12243's solution](#)

75.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[yhx-12243's solution](#)

76.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,633 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[yhx-12243's solution](#)

77.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[yhx-12243's solution](#)

78.

1305C

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

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[yhx-12243's solution](#)

79.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[yhx-12243's solution](#)

80.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[yhx-12243's solution](#)

81.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[yhx-12243's solution](#)

82.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[yhx-12243's solution](#)

83.

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[yhx-12243's solution](#)

84.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths
[yhx-12243's solution](#)

85.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[yhx-12243's solution](#)

86.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive
[yhx-12243's solution](#)

87.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[yhx-12243's solution](#)

88.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[yhx-12243's solution](#)

89.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[yhx-12243's solution](#)

90.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[yhx-12243's solution](#)

91.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[yhx-12243's solution](#)

92.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[yhx-12243's solution](#)

93.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[yhx-12243's solution](#)

94.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,726 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yhx-12243's solution](#)

95.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[yhx-12243's solution](#)

96.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[yhx-12243's solution](#)

97.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yhx-12243's solution](#)

98.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[yhx-12243's solution](#)

99.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[yhx-12243's solution](#)

100.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[yhx-12243's solution](#)

101.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[yhx-12243's solution](#)

102.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[yhx-12243's solution](#)

103.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[yhx-12243's solution](#)

104.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths
[yhx-12243's solution](#)

105.

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, number theory
[yhx-12243's solution](#)

106.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[yhx-12243's solution](#)

107.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[yhx-12243's solution](#)

108.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[yhx-12243's solution](#)

109.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[yhx-12243's solution](#)

110.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[yhx-12243's solution](#)

111.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[yhx-12243's solution](#)

112.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yhx-12243's solution](#)

113.

1338B

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

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[yhx-12243's solution](#)

114.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yhx-12243's solution](#)

115.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[yhx-12243's solution](#)

116.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[yhx-12243's solution](#)

117.

1290B

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

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[yhx-12243's solution](#)

118.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[yhx-12243's solution](#)

119.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[yhx-12243's solution](#)

120.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[yhx-12243's solution](#)

121.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-10 · Python 3 (first AC) · Tags: *special, probabilities

[yhx-12243's solution](#)

122.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[yhx-12243's solution](#)

123.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[yhx-12243's solution](#)

124.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[yhx-12243's solution](#)

125.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yhx-12243's solution](#)

126.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[yhx-12243's solution](#)

127.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[yhx-12243's solution](#)

128.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[yhx-12243's solution](#)

129.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[yhx-12243's solution](#)

130.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[yhx-12243's solution](#)

131.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[yhx-12243's solution](#)

132.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[yhx-12243's solution](#)

133.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,668 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[yhx-12243's solution](#)

134.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[yhx-12243's solution](#)

135.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[yhx-12243's solution](#)

136.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: dp

[yhx-12243's solution](#)

137.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[yhx-12243's solution](#)

138.

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2018-01-19 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[yhx-12243's solution](#)

139.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yhx-12243's solution](#)

140.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[yhx-12243's solution](#)

141.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[yhx-12243's solution](#)

142.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[yhx-12243's solution](#)

143.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[yhx-12243's solution](#)

144.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[yhx-12243's solution](#)

145.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[yhx-12243's solution](#)

146.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[yhx-12243's solution](#)

147.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[yhx-12243's solution](#)

148.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++ (first AC) · Tags: geometry, math
[yhx-12243's solution](#)

149.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
[yhx-12243's solution](#)

150.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[yhx-12243's solution](#)

151.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[yhx-12243's solution](#)

152.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
[yhx-12243's solution](#)

153.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[yhx-12243's solution](#)

154.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search
[yhx-12243's solution](#)

155.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[yhx-12243's solution](#)

156.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
[yhx-12243's solution](#)

157.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy
[yhx-12243's solution](#)

158.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
[yhx-12243's solution](#)

159.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: greedy, sortings
[yhx-12243's solution](#)

160.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dp, matrices, sortings
[yhx-12243's solution](#)

161.

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2018-01-12 · GNU C++ (first AC) · Tags: greedy, math
[yhx-12243's solution](#)

162.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[yhx-12243's solution](#)

163.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[yhx-12243's solution](#)

164.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[yhx-12243's solution](#)

165.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[yhx-12243's solution](#)

166.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-04-02 · Secret 2021 (first AC) · Tags: *special

[yhx-12243's solution](#)

167.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, math

[yhx-12243's solution](#)

168.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[yhx-12243's solution](#)

169.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[yhx-12243's solution](#)

170.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[yhx-12243's solution](#)

171.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[yhx-12243's solution](#)

172.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[yhx-12243's solution](#)

173.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yhx-12243's solution](#)

174.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[yhx-12243's solution](#)

175.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 2200 · first AC: 2018-01-09 · last AC: 2018-02-04 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[yhx-12243's solution](#)

176.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2018-01-24 · GNU C++ (first AC) · Tags: binary search, data structures, ternary search

[yhx-12243's solution](#)

177.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[yhx-12243's solution](#)

178.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yhx-12243's solution](#)

179.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[yhx-12243's solution](#)

180.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[yhx-12243's solution](#)

181.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[yhx-12243's solution](#)

182.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[yhx-12243's solution](#)

183.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[yhx-12243's solution](#)

184.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[yhx-12243's solution](#)

185.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[yhx-12243's solution](#)

186.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[yhx-12243's solution](#)

187.

1204E

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

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yhx-12243's solution](#)

188.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[yhx-12243's solution](#)

189.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[yhx-12243's solution](#)

190.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-05-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings

[yhx-12243's solution](#)

191.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-01-25 · GNU C++ (first AC) · Tags: math, number theory

[yhx-12243's solution](#)

192.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2018-01-19 · GNU C++ (first AC) · Tags: dfs and similar, greedy, trees

[yhx-12243's solution](#)

193.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2018-01-17 · GNU C++ (first AC) · Tags: binary search, dp, greedy
[yhx-12243's solution](#)

194.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[yhx-12243's solution](#)

195.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[yhx-12243's solution](#)

196.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[yhx-12243's solution](#)

197.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[yhx-12243's solution](#)

198.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[yhx-12243's solution](#)

199.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing
[yhx-12243's solution](#)

200.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[yhx-12243's solution](#)

201.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[yhx-12243's solution](#)

202.

744C

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

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[yhx-12243's solution](#)

203.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers
[yhx-12243's solution](#)

204.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[yhx-12243's solution](#)

205.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[yhx-12243's solution](#)

206.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[yhx-12243's solution](#)

207.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[yhx-12243's solution](#)

208.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[yhx-12243's solution](#)

209.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[yhx-12243's solution](#)

210.

710F

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

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2018-01-26 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[yhx-12243's solution](#)

211.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2018-01-23 · GNU C++ (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[yhx-12243's solution](#)

212.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2400 · first AC: 2018-01-23 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, trees
[yhx-12243's solution](#)

213.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: binary search, brute force, combinatorics, math,

matrices

[yhx-12243's solution](#)

214.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2018-01-14 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures

[yhx-12243's solution](#)

215.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2400 · first AC: 2018-01-11 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[yhx-12243's solution](#)

216.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[yhx-12243's solution](#)

217.

1548C

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

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[yhx-12243's solution](#)

218.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[yhx-12243's solution](#)

219.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[yhx-12243's solution](#)

220.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[yhx-12243's solution](#)

221.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[yhx-12243's solution](#)

222.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[yhx-12243's solution](#)

223.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[yhx-12243's solution](#)

224.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yhx-12243's solution](#)

225.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[yhx-12243's solution](#)

226.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[yhx-12243's solution](#)

227.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[yhx-12243's solution](#)

228.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yhx-12243's solution](#)

229.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[yhx-12243's solution](#)

230.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[yhx-12243's solution](#)

231.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[yhx-12243's solution](#)

232.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[yhx-12243's solution](#)

233.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[yhx-12243's solution](#)

234.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation
[yhx-12243's solution](#)

235.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2018-01-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
[yhx-12243's solution](#)

236.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2018-01-18 · GNU C++ (first AC) · Tags: binary search, implementation, math
[yhx-12243's solution](#)

237.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2018-01-16 · GNU C++ (first AC) · Tags: data structures, math, probabilities
[yhx-12243's solution](#)

238.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2018-01-15 · GNU C++ (first AC) · Tags: data structures, strings
[yhx-12243's solution](#)

239.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
[yhx-12243's solution](#)

240.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[yhx-12243's solution](#)

241.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[yhx-12243's solution](#)

242.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[yhx-12243's solution](#)

243.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[yhx-12243's solution](#)

244.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, implementation

[yhx-12243's solution](#)

245.

1439B

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

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[yhx-12243's solution](#)

246.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[yhx-12243's solution](#)

247.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yhx-12243's solution](#)

248.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[yhx-12243's solution](#)

249.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[yhx-12243's solution](#)

250.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[yhx-12243's solution](#)

251.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs, shortest paths

[yhx-12243's solution](#)

252.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[yhx-12243's solution](#)

253.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[yhx-12243's solution](#)

254.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[yhx-12243's solution](#)

255.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[yhx-12243's solution](#)

256.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[yhx-12243's solution](#)

257.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[yhx-12243's solution](#)

258.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[yhx-12243's solution](#)

259.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2600 · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[yhx-12243's solution](#)

260.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yhx-12243's solution](#)

261.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[yhx-12243's solution](#)

262.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · last AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[yhx-12243's solution](#)

263.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yhx-12243's solution](#)

264.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[yhx-12243's solution](#)

265.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy
[yhx-12243's solution](#)

266.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[yhx-12243's solution](#)

267.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[yhx-12243's solution](#)

268.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[yhx-12243's solution](#)

269.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory
[yhx-12243's solution](#)

270.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[yhx-12243's solution](#)

271.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-07-09 · GNU C++ (first AC) · Tags: dp, math, matrices, trees
[yhx-12243's solution](#)

272.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-01-27 · GNU C++ (first AC) · Tags: binary search, data structures, dp
[yhx-12243's solution](#)

273.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2018-01-13 · GNU C++ (first AC) · Tags: brute force, implementation, sortings
[yhx-12243's solution](#)

274.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2018-01-11 · GNU C++ (first AC) · Tags: dp, graphs
[yhx-12243's solution](#)

275.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2018-01-10 · GNU C++ (first AC) · Tags: graphs, shortest paths

[yhx-12243's solution](#)

276.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[yhx-12243's solution](#)

277.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[yhx-12243's solution](#)

278.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[yhx-12243's solution](#)

279.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[yhx-12243's solution](#)

280.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[yhx-12243's solution](#)

281.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2020-06-30 · last AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs

[yhx-12243's solution](#)

282.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[yhx-12243's solution](#)

283.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, matrices

[yhx-12243's solution](#)

284.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: data structures, number theory

[yhx-12243's solution](#)

285.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs

[yhx-12243's solution](#)

286.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[yhx-12243's solution](#)

287.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[yhx-12243's solution](#)

288.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[yhx-12243's solution](#)

289.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[yhx-12243's solution](#)

290.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yhx-12243's solution](#)

291.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[yhx-12243's solution](#)

292.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[yhx-12243's solution](#)

293.

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2020-03-26 · Python 3 (first AC) · Tags: graphs, greedy, hashing, implementation

[yhx-12243's solution](#)

294.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[yhx-12243's solution](#)

295.

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[yhx-12243's solution](#)

296.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[yhx-12243's solution](#)

297.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[yhx-12243's solution](#)

298.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yhx-12243's solution](#)

299.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[yhx-12243's solution](#)

300.

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[yhx-12243's solution](#)

301.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yhx-12243's solution](#)

302.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: dp, probabilities

[yhx-12243's solution](#)

303.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2018-01-18 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[yhx-12243's solution](#)

304.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2018-01-17 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[yhx-12243's solution](#)

305.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2018-01-15 · GNU C++ (first AC) · Tags: dp, greedy

[yhx-12243's solution](#)

306.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[yhx-12243's solution](#)

307.

1477D

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

Quality: 786 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yhx-12243's solution](#)

308.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[yhx-12243's solution](#)

309.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[yhx-12243's solution](#)

310.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[yhx-12243's solution](#)

311.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[yhx-12243's solution](#)

312.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[yhx-12243's solution](#)

313.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[yhx-12243's solution](#)

314.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[yhx-12243's solution](#)

315.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[yhx-12243's solution](#)

316.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[yhx-12243's solution](#)

317.

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[yhx-12243's solution](#)

318.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees
[yhx-12243's solution](#)

319.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees
[yhx-12243's solution](#)

320.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[yhx-12243's solution](#)

321.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[yhx-12243's solution](#)

322.

555E

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

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[yhx-12243's solution](#)

323.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[yhx-12243's solution](#)

324.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees
[yhx-12243's solution](#)

325.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[yhx-12243's solution](#)

326.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yhx-12243's solution](#)

327.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[yhx-12243's solution](#)

328.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[yhx-12243's solution](#)

329.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[yhx-12243's solution](#)

330.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yhx-12243's solution](#)

331.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[yhx-12243's solution](#)

332.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2018-01-26 · GNU C++ (first AC) · Tags: data structures, dp

[yhx-12243's solution](#)

333.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[yhx-12243's solution](#)

334.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[yhx-12243's solution](#)

335.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[yhx-12243's solution](#)

336.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, geometry

[yhx-12243's solution](#)

337.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[yhx-12243's solution](#)

338.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[yhx-12243's solution](#)

339.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yhx-12243's solution](#)

340.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, trees

[yhx-12243's solution](#)

341.

886F

[Symmetric Projections](#) · [Tutorial](#)

Quality: 293 global accepts · Rating: 2900 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[yhx-12243's solution](#)

342.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[yhx-12243's solution](#)

343.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[yhx-12243's solution](#)

344.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[yhx-12243's solution](#)

345.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[yhx-12243's solution](#)

346.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2020-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[yhx-12243's solution](#)

347.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[yhx-12243's solution](#)

348.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[yhx-12243's solution](#)

349.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy, math

[yhx-12243's solution](#)

350.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[yhx-12243's solution](#)

351.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[yhx-12243's solution](#)

352.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, math

[yhx-12243's solution](#)

353.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[yhx-12243's solution](#)

354.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[yhx-12243's solution](#)

355.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: flows

[yhx-12243's solution](#)

356.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle

[yhx-12243's solution](#)

357.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[yhx-12243's solution](#)

358.

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[yhx-12243's solution](#)

359.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[yhx-12243's solution](#)

360.

611G

[New Year and Cake](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2900 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers
[yhx-12243's solution](#)

361.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry
[yhx-12243's solution](#)

362.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities
[yhx-12243's solution](#)

363.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[yhx-12243's solution](#)

364.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2018-07-27 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dsu
[yhx-12243's solution](#)

365.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[yhx-12243's solution](#)

366.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[yhx-12243's solution](#)

367.

1545D

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

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[yhx-12243's solution](#)

368.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[yhx-12243's solution](#)

369.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings
[yhx-12243's solution](#)

370.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[yhx-12243's solution](#)

371.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[yhx-12243's solution](#)

372.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[yhx-12243's solution](#)

373.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[yhx-12243's solution](#)

374.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[yhx-12243's solution](#)

375.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[yhx-12243's solution](#)

376.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: binary search, shortest paths, strings

[yhx-12243's solution](#)

377.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[yhx-12243's solution](#)

378.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[yhx-12243's solution](#)

379.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[yhx-12243's solution](#)

380.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[yhx-12243's solution](#)

381.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[yhx-12243's solution](#)

382.

771E

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

Quality: 621 global accepts · Rating: 3000 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[yhx-12243's solution](#)

383.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yhx-12243's solution](#)

384.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy
[yhx-12243's solution](#)

385.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees
[yhx-12243's solution](#)

386.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive
[yhx-12243's solution](#)

387.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
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388.

526F

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389.

582E

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390.

568E

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391.

504E

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hashing, string suffix structures, trees

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392.

566C

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393.

666D

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Quality: 311 global accepts · Rating: 3000 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

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394.

618F

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Quality: 1,828 global accepts · Rating: 3000 · first AC: 2018-01-18 · GNU C++ (first AC) · Tags: constructive algorithms, two pointers

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395.

739E

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396.

1508E

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[yhx-12243's solution](#)

397.

1503E

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Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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398.

1439D

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399.

1383C

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400.

468E

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401.

896E

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Quality: 2,505 global accepts · Rating: 3100 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[yhx-12243's solution](#)

402.

468D

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Quality: 476 global accepts · Rating: 3100 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings
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403.

453E

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Quality: 911 global accepts · Rating: 3100 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yhx-12243's solution](#)

404.

1103D

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Quality: 493 global accepts · Rating: 3100 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[yhx-12243's solution](#)

405.

1349F1

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

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-25 · last AC: 2020-05-25 · GNU C++11 (first AC) · Tags: dp, fft, math
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406.

1205E

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Quality: 373 global accepts · Rating: 3100 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings
[yhx-12243's solution](#)

407.

1329D

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Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
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408.

780H

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409.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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410.

1167G

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Quality: 166 global accepts · Rating: 3100 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
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411.

981H

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Quality: 288 global accepts · Rating: 3100 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math
[yhx-12243's solution](#)

412.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[yhx-12243's solution](#)

413.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[yhx-12243's solution](#)

414.

704D

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Quality: 1,010 global accepts · Rating: 3100 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[yhx-12243's solution](#)

415.

521E

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Quality: 1,194 global accepts · Rating: 3100 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[yhx-12243's solution](#)

416.

666E

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Quality: 1,562 global accepts · Rating: 3100 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

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417.

587D

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Quality: 873 global accepts · Rating: 3100 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[yhx-12243's solution](#)

418.

538G

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Quality: 577 global accepts · Rating: 3100 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[yhx-12243's solution](#)

419.

571D

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Quality: 808 global accepts · Rating: 3100 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[yhx-12243's solution](#)

420.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[yhx-12243's solution](#)

421.

407E

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Quality: 974 global accepts · Rating: 3100 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yhx-12243's solution](#)

422.

679E

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[yhx-12243's solution](#)

423.

1067D

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Quality: 491 global accepts · Rating: 3100 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, probabilities

[yhx-12243's solution](#)

424.

1119G

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Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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425.

1110G

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Quality: 742 global accepts · Rating: 3100 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[yhx-12243's solution](#)

426.

329E

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Quality: 183 global accepts · Rating: 3100 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[yhx-12243's solution](#)

427.

923E

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[yhx-12243's solution](#)

428.

1523G

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Quality: 520 global accepts · Rating: 3200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[yhx-12243's solution](#)

429.

1517F

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Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[yhx-12243's solution](#)

430.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry

[yhx-12243's solution](#)

431.

1403C

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Quality: 75 global accepts · Rating: 3200 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dp, implementation, math

[yhx-12243's solution](#)

432.

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[yhx-12243's solution](#)

433.

1368G

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Quality: 676 global accepts · Rating: 3200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, graphs, trees

[yhx-12243's solution](#)

434.

1383F

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Quality: 437 global accepts · Rating: 3200 · first AC: 2020-09-04 · last AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[yhx-12243's solution](#)

435.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[yhx-12243's solution](#)

436.

913G

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Quality: 234 global accepts · Rating: 3200 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: math, number theory

[yhx-12243's solution](#)

437.

482E

[ELCA](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 3200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[yhx-12243's solution](#)

438.

494E

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Quality: 375 global accepts · Rating: 3200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

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439.

457F

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Quality: 126 global accepts · Rating: 3200 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, trees

[yhx-12243's solution](#)

440.

1109F

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Quality: 366 global accepts · Rating: 3200 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

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441.

1349D

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Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: math, probabilities

[yhx-12243's solution](#)

442.

1045E

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Quality: 250 global accepts · Rating: 3200 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[yhx-12243's solution](#)

443.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[yhx-12243's solution](#)

444.

1336D

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Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

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445.

1025G

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Quality: 865 global accepts · Rating: 3200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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446.

1019E

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Quality: 407 global accepts · Rating: 3200 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees
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447.

1017G

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Quality: 1,210 global accepts · Rating: 3200 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yhx-12243's solution](#)

448.

1007D

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Quality: 322 global accepts · Rating: 3200 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, trees
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449.

1149E

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450.

1326F2

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Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math
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451.

933E

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Quality: 288 global accepts · Rating: 3200 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp
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452.

730K

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Quality: 157 global accepts · Rating: 3200 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[yhx-12243's solution](#)

453.

643G

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Quality: 1,161 global accepts · Rating: 3200 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yhx-12243's solution](#)

454.

578F

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Quality: 650 global accepts · Rating: 3200 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees
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455.

538H

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Quality: 735 global accepts · Rating: 3200 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
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456.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings
[yhx-12243's solution](#)

457.

611H

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Quality: 700 global accepts · Rating: 3200 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs
[yhx-12243's solution](#)

458.

613E

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Quality: 526 global accepts · Rating: 3200 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings
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459.

566E

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Quality: 709 global accepts · Rating: 3200 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, trees
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460.

571E

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Quality: 295 global accepts · Rating: 3200 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[yhx-12243's solution](#)

461.

786E

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Quality: 753 global accepts · Rating: 3200 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees
[yhx-12243's solution](#)

462.

1119H

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Quality: 797 global accepts · Rating: 3200 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
[yhx-12243's solution](#)

463.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry
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464.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive
[yhx-12243's solution](#)

465.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[yhx-12243's solution](#)

466.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, graphs, math, probabilities
[yhx-12243's solution](#)

467.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: games

[yhx-12243's solution](#)

468.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-31 · Python 3 (first AC) · Tags: interactive, math, number theory

[yhx-12243's solution](#)

469.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2018-02-10 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[yhx-12243's solution](#)

470.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[yhx-12243's solution](#)

471.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[yhx-12243's solution](#)

472.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[yhx-12243's solution](#)

473.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory

[yhx-12243's solution](#)

474.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[yhx-12243's solution](#)

475.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[yhx-12243's solution](#)

476.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[yhx-12243's solution](#)

477.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[yhx-12243's solution](#)

478.

1517G

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Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[yhx-12243's solution](#)

479.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yhx-12243's solution](#)

480.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-10 · last AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy

[yhx-12243's solution](#)

481.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[yhx-12243's solution](#)

482.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2020-09-21 · last AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: fft, graphs, math

[yhx-12243's solution](#)

483.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[yhx-12243's solution](#)

484.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[yhx-12243's solution](#)

485.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, sortings

[yhx-12243's solution](#)

486.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[yhx-12243's solution](#)

487.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[yhx-12243's solution](#)

488.

901E

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3300 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[yhx-12243's solution](#)

489.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[yhx-12243's solution](#)

490.

868G

[EI Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[yhx-12243's solution](#)

491.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3300 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[yhx-12243's solution](#)

492.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yhx-12243's solution](#)

493.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities
[yhx-12243's solution](#)

494.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yhx-12243's solution](#)

495.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yhx-12243's solution](#)

496.

671E

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

Quality: 492 global accepts · Rating: 3300 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[yhx-12243's solution](#)

497.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees
[yhx-12243's solution](#)

498.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[yhx-12243's solution](#)

499.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[yhx-12243's solution](#)

500.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, trees

[yhx-12243's solution](#)

501.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[yhx-12243's solution](#)

502.

696F

[...Dary!](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, two pointers

[yhx-12243's solution](#)

503.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[yhx-12243's solution](#)

504.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yhx-12243's solution](#)

505.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[yhx-12243's solution](#)

506.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[yhx-12243's solution](#)

507.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[yhx-12243's solution](#)

508.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-05-02 · last AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[yhx-12243's solution](#)

509.

1442F

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

Quality: 170 global accepts · Rating: 3400 · first AC: 2021-01-23 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive

[yhx-12243's solution](#)

510.

913H

[Don't Exceed](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3400 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[yhx-12243's solution](#)

511.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[yhx-12243's solution](#)

512.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[yhx-12243's solution](#)

513.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[yhx-12243's solution](#)

514.

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[yhx-12243's solution](#)

515.

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[yhx-12243's solution](#)

516.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[yhx-12243's solution](#)

517.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[yhx-12243's solution](#)

518.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yhx-12243's solution](#)

519.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[yhx-12243's solution](#)

520.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yhx-12243's solution](#)

521.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[yhx-12243's solution](#)

522.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[yhx-12243's solution](#)

523.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[yhx-12243's solution](#)

524.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[yhx-12243's solution](#)

525.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, games

[yhx-12243's solution](#)

526.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[yhx-12243's solution](#)

527.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[yhx-12243's solution](#)

528.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2021-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, trees

[yhx-12243's solution](#)

529.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[yhx-12243's solution](#)

530.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: data structures, trees

[yhx-12243's solution](#)

531.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[yhx-12243's solution](#)

532.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: strings

[yhx-12243's solution](#)

533.

1375I

[Cubic Lattice](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, matrices, number theory

[yhx-12243's solution](#)

534.

1349F2

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

Quality: 134 global accepts · Rating: 3500 · first AC: 2020-05-25 · last AC: 2020-05-25 · GNU C++11 (first AC) · Tags: dp, fft, math

[yhx-12243's solution](#)

535.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[yhx-12243's solution](#)

536.

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[yhx-12243's solution](#)

537.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[yhx-12243's solution](#)

538.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[yhx-12243's solution](#)

539.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[yhx-12243's solution](#)

540.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yhx-12243's solution](#)

541.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[yhx-12243's solution](#)

542.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[yhx-12243's solution](#)

543.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp
[yhx-12243's solution](#)

544.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[yhx-12243's solution](#)

545.

100307C

[Cactus Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[yhx-12243's solution](#)

546.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

547.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

548.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

549.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

550.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

551.

101612D

[Dividing Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

552.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

553.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

554.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

555.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

556.

101471H

[Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

557.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

558.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

559.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

560.

101620B

[Buffalo Barricades](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

561.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

562.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

563.

101190I

[Indiana Jones and the Uniform Cave](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

564.

101620C

[Cumulative Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

565.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

566.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

567.

100269I

[Intellectual Property](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[yhx-12243's solution](#)

568.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

569.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

570.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

571.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

572.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

573.

100543G

[Virus synthesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

574.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

575.

101221A

[Baggage](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

576.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · last AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

577.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

578.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

579.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

580.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

581.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

582.

100307D

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

583.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

584.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

585.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

586.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

587.

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

588.

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[yhx-12243's solution](#)

589.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

590.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

591.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

592.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

593.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

594.

100269J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

595.

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

596.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

597.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

598.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

599.

100531F

[Fragmentation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

600.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

601.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

602.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

603.

100269C

[Correcting Curiosity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

604.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

605.

100299A

[Rubik's Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

606.

100269L

[Lonely Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

607.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

608.

102511B

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

Rating: — · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

609.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

610.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

611.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[yhx-12243's solution](#)

612.

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

613.

102331C

[Counting Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

614.

102576D

[Clique](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

615.

102586J

[Median Replace Hard](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: —
[yhx-12243's solution](#)

616.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special
[yhx-12243's solution](#)

617.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, brute force, dp, strings
[yhx-12243's solution](#)

618.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation
[yhx-12243's solution](#)

619.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks
[yhx-12243's solution](#)

620.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[yhx-12243's solution](#)

621.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory
[yhx-12243's solution](#)

622.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · PHP (first AC) · Tags: *special
[yhx-12243's solution](#)

623.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

624.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

625.

102222M

[Acyclic Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

626.

100702E

[River Flow](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

627.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

628.

102129G

[Permutant](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

629.

102192C

[City Development](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

630.

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

631.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

632.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

633.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

634.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

635.

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

636.

102192D

[Parentheses Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

637.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

638.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

639.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

640.

102055C

[GCD Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · Python 3 (first AC) · Tags: —
[yhx-12243's solution](#)

641.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

642.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

643.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

644.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

645.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

646.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

647.

102156B

[Unfair Card Deck](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

648.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

649.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

650.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

651.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

652.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

653.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[yhx-12243's solution](#)

654.

102012F

[Rikka with Nice Counting Striking Back](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

655.

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

656.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

657.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

658.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

659.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

660.

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · last AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

661.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

662.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

663.

102134F

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

664.

102134D

[Viktoria and resentments](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

665.

102134C

[Maya's message](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

666.

102134E

[Kth subtree](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

667.

102134B

[Traveling Salesman Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

668.

102134G

[Many dimensional dice](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[yhx-12243's solution](#)

669.

102134H

[3XOR](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

670.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

671.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

672.

101986D

[Making Perimeter of the Convex Hull Shortest](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

673.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[yhx-12243's solution](#)

674.

100765H

[Great Berland Wall](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[yhx-12243's solution](#)

675.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: dp, probabilities

[yhx-12243's solution](#)