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Unique solved — yixiuge777

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

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Count: 1,953

1.

2200B

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2.

2200A

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3.

2205B

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4.

2205A

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5.

2203A

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6.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

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7.

2038J

[Waiting for...](#) · [Tutorial](#)

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8.

2038N

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9.

2178A

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10.

2123B

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11.

2155A

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12.

2152A

[Increase or Smash](#) · [Tutorial](#)

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13.

2147A

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14.

2131A

[Lever](#) · [Tutorial](#)

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15.

2131B

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16.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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17.

2120A

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18.

2118A

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

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19.

2084A

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20.

2059A

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21.

2062A

[String](#) · [Tutorial](#)

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22.

2061A

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23.

2057A

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24.

1772B

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25.

1772A

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26.

2053A

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27.

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28.

2044A

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29.

2049A

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30.

2013A

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31.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

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32.

1791C

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33.

1791B

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34.

1791A

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35.

2034A

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36.

2029A

[Set](#) · [Tutorial](#)

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37.

1920A

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38.

1722C

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39.

1977A

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40.

1834A

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41.

1836A

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42.

1974B

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43.

1974A

[Phone Desktop](#) · [Tutorial](#)

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44.

1899A

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45.

1844A

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46.

1842A

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47.

1780A

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48.

1814A

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49.

1821A

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50.

1798A

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51.

1806A

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52.

1804A

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53.

1450A

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54.

1776A

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55.

1799A

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56.

1795A

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57.

1786A2

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58.

1786A1

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59.

1491A

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60.

1787A

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61.

1783A

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62.

1768A

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63.

1777A

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64.

1782A

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65.

1779A

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66.

1764A

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67.

1763A

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68.

1765B

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69.

1760C

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70.

1760B

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[yixiuge777's solution](#)

71.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,935 global accepts · Rating: 800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
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72.

1761A

[Two Permutations](#) · [Tutorial](#)

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73.

1759B

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74.

1759A

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75.

1152A

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76.

1748A

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77.

1750B

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78.

1750A

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79.

1754A

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80.

1754B

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81.

1740B

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82.

1740A

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83.

1742B

[Increasing](#) · [Tutorial](#)

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84.

1742A

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85.

1744A

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86.

1744B

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87.

1746B

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88.

1746A

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89.

1736A

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90.

1738A

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91.

1730A

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92.

1680A

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93.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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94.

1705A

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95.

1734B

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96.

1734A

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

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97.

1668A

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[yixiuge777's solution](#)

98.

1702A

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99.

1702B

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Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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100.

1699A

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101.

1733A

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Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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102.

1720B

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103.

1729B

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104.

1729A

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105.

1728B

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106.

1728A

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sortings

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107.

1722B

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108.

1722A

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109.

1701B

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110.

1701A

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111.

1725A

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112.

1717A

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113.

1700A

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114.

1698B

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115.

1698A

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116.

1696A

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117.

1697A

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118.

1692C

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1692B

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1692A

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121.

1721A

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122.

1714B

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124.

1715A

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125.

1716B

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126.

1716A

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1713A

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128.

1712A

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129.

1712B

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130.

1684B

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131.

1684A

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132.

1689A

[Lex String](#) · [Tutorial](#)

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133.

1704A

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1656A

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135.

1706A

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136.

1711A

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1709A

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138.

1708A

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1671A

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1674B

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1674A

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1690C

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1690B

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144.

1690A

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1703C

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1703B

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147.

1703A

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1670A

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149.

1676C

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150.

1676B

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151.

1676A

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1688B

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153.

1688A

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154.

1675A

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155.

1669C

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156.

1669B

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1669A

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158.

1673A

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1672B

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1672A

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1660A

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1660B

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163.

1661A

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164.

1665A

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165.

1139A

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1658B

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167.

1658A

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168.

1624A

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169.

1657B

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170.

1657A

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171.

954A

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172.

1144A

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173.

1654B

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174.

1654A

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175.

1647A

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176.

1650A

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177.

1108A

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178.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
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179.

1646A

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180.

1183A

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181.

1621A

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182.

1616A

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183.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,320 global accepts · Rating: 800 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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184.

1644A

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185.

1586A

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186.

1635B

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187.

1635A

[Min Or Sum](#) · [Tutorial](#)

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188.

1626A

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189.

1625A

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190.

1638A

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191.

1637A

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[yixiuge777's solution](#)

192.

1634A

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193.

1633B

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194.

1633A

[Div. 7](#) · [Tutorial](#)

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195.

1632A

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196.

1631A

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Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[yixiuge777's solution](#)

197.

1627A

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Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[yixiuge777's solution](#)

198.

1629B

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492A

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299.

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300.

1372A

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301.

1325A

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1337A

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1389A

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Quality: 49,875 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[yixiuge777's solution](#)

304.

9A

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Quality: 69,668 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: math, probabilities
[yixiuge777's solution](#)

305.

731A

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Quality: 53,206 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: implementation, strings
[yixiuge777's solution](#)

306.

32B

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Quality: 79,749 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: expression parsing, implementation
[yixiuge777's solution](#)

307.

1186A

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Quality: 42,456 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

308.

1473A

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Quality: 37,425 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings
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309.

540A

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Quality: 35,256 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

310.

1368A

[C+=](#) · [Tutorial](#)

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311.

80A

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Quality: 66,302 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force
[yixiuge777's solution](#)

312.

711A

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[yixiuge777's solution](#)

313.

702A

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Quality: 55,016 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
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314.

959A

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Quality: 55,666 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: games, math
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315.

1554A

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316.

1553A

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317.

78A

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Quality: 15,435 global accepts · Rating: 800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: implementation, strings
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318.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: greedy
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319.

1452A

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320.

1552A

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321.

1551A

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322.

1551B1

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Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, strings
[yixiuge777's solution](#)

323.

996A

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[yixiuge777's solution](#)

324.

1371A

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Quality: 51,258 global accepts · Rating: 800 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: math
[yixiuge777's solution](#)

325.

1370A

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Quality: 64,465 global accepts · Rating: 800 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory
[yixiuge777's solution](#)

326.

1550A

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[yixiuge777's solution](#)

327.

1536A

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Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[yixiuge777's solution](#)

328.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[yixiuge777's solution](#)

329.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: brute force, greedy
[yixiuge777's solution](#)

330.

1506A

[Strange Table](#) · [Tutorial](#)

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[yixiuge777's solution](#)

331.

1547B

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Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[yixiuge777's solution](#)

332.

1547A

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Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: implementation, math
[yixiuge777's solution](#)

333.

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: greedy, math
[yixiuge777's solution](#)

334.

1538A

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Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: brute force, dp, greedy
[yixiuge777's solution](#)

335.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math
[yixiuge777's solution](#)

336.

1257A

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Quality: 21,663 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: greedy, math
[yixiuge777's solution](#)

337.

1005A

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Quality: 27,489 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

338.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,873 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

339.

1498A

[GCD Sum](#) · [Tutorial](#)

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[yixiuge777's solution](#)

340.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[yixiuge777's solution](#)

341.

1411A

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Quality: 21,749 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

342.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,497 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: brute force, implementation
[yixiuge777's solution](#)

343.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: implementation, strings
[yixiuge777's solution](#)

344.

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, probabilities
[yixiuge777's solution](#)

345.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[yixiuge777's solution](#)

346.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,038 global accepts · Rating: 800 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[yixiuge777's solution](#)

347.

1328A

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Quality: 131,899 global accepts · Rating: 800 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: math
[yixiuge777's solution](#)

348.

144A

[Arrival of the General](#) · [Tutorial](#)

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[yixiuge777's solution](#)

349.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,805 global accepts · Rating: 800 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

350.

148A

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Quality: 112,390 global accepts · Rating: 800 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[yixiuge777's solution](#)

351.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation
[yixiuge777's solution](#)

352.

200B

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[yixiuge777's solution](#)

353.

61A

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Quality: 136,206 global accepts · Rating: 800 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

354.

486A

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[yixiuge777's solution](#)

355.

705A

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Quality: 132,081 global accepts · Rating: 800 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

356.

1367A

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357.

1343B

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Quality: 65,131 global accepts · Rating: 800 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[yixiuge777's solution](#)

358.

723A

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Quality: 100,710 global accepts · Rating: 800 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: implementation, math, sortings
[yixiuge777's solution](#)

359.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,504 global accepts · Rating: 800 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[yixiuge777's solution](#)

360.

758A

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Quality: 75,303 global accepts · Rating: 800 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: implementation, math
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361.

1353B

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Quality: 58,122 global accepts · Rating: 800 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: greedy, sortings
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362.

490A

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Quality: 71,000 global accepts · Rating: 800 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[yixiuge777's solution](#)

363.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,178 global accepts · Rating: 800 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: math
[yixiuge777's solution](#)

364.

1360A

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[yixiuge777's solution](#)

365.

1399B

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[yixiuge777's solution](#)

366.

1399A

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[yixiuge777's solution](#)

367.

1409A

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368.

785A

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369.

520A

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370.

1030A

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[yixiuge777's solution](#)

371.

344A

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[yixiuge777's solution](#)

372.

136A

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Quality: 146,522 global accepts · Rating: 800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

373.

41A

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[yixiuge777's solution](#)

374.

266B

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Quality: 166,073 global accepts · Rating: 800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[yixiuge777's solution](#)

375.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

376.

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: implementation, strings
[yixiuge777's solution](#)

377.

617A

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Quality: 249,120 global accepts · Rating: 800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: math
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378.

1075A

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Quality: 9,137 global accepts · Rating: 800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: implementation, math
[yixiuge777's solution](#)

379.

977A

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Quality: 217,479 global accepts · Rating: 800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

380.

791A

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Quality: 257,206 global accepts · Rating: 800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

381.

546A

[Soldier and Bananas](#) · [Tutorial](#)

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382.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
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383.

266A

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[yixiuge777's solution](#)

384.

1539B

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385.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: greedy
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386.

281A

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387.

339A

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Quality: 275,328 global accepts · Rating: 800 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings
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388.

263A

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389.

112A

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[yixiuge777's solution](#)

390.

282A

[Bit++](#) · [Tutorial](#)

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391.

50A

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[yixiuge777's solution](#)

392.

158A

[Next Round](#) · [Tutorial](#)

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[yixiuge777's solution](#)

393.

231A

[Team](#) · [Tutorial](#)

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[yixiuge777's solution](#)

394.

71A

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Quality: 503,223 global accepts · Rating: 800 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: strings
[yixiuge777's solution](#)

395.

4A

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Quality: 687,776 global accepts · Rating: 800 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: brute force, math
[yixiuge777's solution](#)

396.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: greedy, math
[yixiuge777's solution](#)

397.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[yixiuge777's solution](#)

398.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: implementation
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399.

1513A

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Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
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400.

1517A

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Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: greedy, math
[yixiuge777's solution](#)

401.

1519B

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Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: dp, math
[yixiuge777's solution](#)

402.

1514A

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Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: math, number theory
[yixiuge777's solution](#)

403.

1519A

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Quality: 30,559 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: math
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404.

1525A

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Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: math, number theory
[yixiuge777's solution](#)

405.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,630 global accepts · Rating: 800 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[yixiuge777's solution](#)

406.

1520A

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Quality: 58,455 global accepts · Rating: 800 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation
[yixiuge777's solution](#)

407.

1515A

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Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[yixiuge777's solution](#)

408.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms
[yixiuge777's solution](#)

409.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: implementation
[yixiuge777's solution](#)

410.

1493A

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Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[yixiuge777's solution](#)

411.

1490A

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Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: greedy, math
[yixiuge777's solution](#)

412.

1487A

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Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: implementation, sortings
[yixiuge777's solution](#)

413.

1478A

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414.

1480A

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1481A

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416.

2200C

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2178B

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2013B

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422.

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1973A

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424.

1848A

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1795B

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1764B

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1742C

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433.

1380A

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436.

1705B

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1668B

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1699B

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1696B

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447.

1675B

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1005B

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1666D

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455.

1406A

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456.

1505A

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1471A

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460.

1617B

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1591B

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1433C

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467.

1324A

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468.

810A

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470.

556A

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34B

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460A

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313A

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477.

451A

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478.

208A

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479.

709A

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706A

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697A

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482.

337A

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405A

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484.

580A

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485.

318A

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486.

133A

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487.

160A

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488.

96A

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489.

1559A

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490.

1559B

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491.

1555A

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492.

1475B

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493.

1475A

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494.

1543B

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495.

1543A

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496.

1537B

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497.

1535B

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498.

1525B

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499.

1501B

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500.

1486A

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501.

1480B

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502.

2203B

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Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math
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503.

2147B

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504.

2120B

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505.

2057B

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506.

1772C

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507.

1791D

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508.

2034B

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509.

1834B

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Quality: 17,014 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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510.

1844B

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Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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511.

1256A

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Quality: 32,432 global accepts · Rating: 1000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: math
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512.

1798B

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Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
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513.

1804B

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Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[yixiuge777's solution](#)

514.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
[yixiuge777's solution](#)

515.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[yixiuge777's solution](#)

516.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[yixiuge777's solution](#)

517.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,581 global accepts · Rating: 1000 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[yixiuge777's solution](#)

518.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[yixiuge777's solution](#)

519.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[yixiuge777's solution](#)

520.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[yixiuge777's solution](#)

521.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[yixiuge777's solution](#)

522.

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[yixiuge777's solution](#)

523.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[yixiuge777's solution](#)

524.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,093 global accepts · Rating: 1000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[yixiuge777's solution](#)

525.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[yixiuge777's solution](#)

526.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[yixiuge777's solution](#)

527.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[yixiuge777's solution](#)

528.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[yixiuge777's solution](#)

529.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,267 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[yixiuge777's solution](#)

530.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yixiuge777's solution](#)

531.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,604 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yixiuge777's solution](#)

532.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[yixiuge777's solution](#)

533.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[yixiuge777's solution](#)

534.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[yixiuge777's solution](#)

535.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[yixiuge777's solution](#)

536.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,026 global accepts · Rating: 1000 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[yixiuge777's solution](#)

537.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[yixiuge777's solution](#)

538.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yixiuge777's solution](#)

539.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yixiuge777's solution](#)

540.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[yixiuge777's solution](#)

541.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 1000 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[yixiuge777's solution](#)

542.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[yixiuge777's solution](#)

543.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[yixiuge777's solution](#)

544.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[yixiuge777's solution](#)

545.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[yixiuge777's solution](#)

546.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[yixiuge777's solution](#)

547.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[yixiuge777's solution](#)

548.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[yixiuge777's solution](#)

549.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[yixiuge777's solution](#)

550.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,234 global accepts · Rating: 1000 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[yixiuge777's solution](#)

551.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy,

implementation

[yixiuge777's solution](#)

552.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[yixiuge777's solution](#)

553.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yixiuge777's solution](#)

554.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[yixiuge777's solution](#)

555.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yixiuge777's solution](#)

556.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[yixiuge777's solution](#)

557.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,027 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[yixiuge777's solution](#)

558.

816A

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

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[yixiuge777's solution](#)

559.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yixiuge777's solution](#)

560.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[yixiuge777's solution](#)

561.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[yixiuge777's solution](#)

562.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,835 global accepts · Rating: 1000 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[yixiuge777's solution](#)

563.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[yixiuge777's solution](#)

564.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[yixiuge777's solution](#)

565.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[yixiuge777's solution](#)

566.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[yixiuge777's solution](#)

567.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[yixiuge777's solution](#)

568.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[yixiuge777's solution](#)

569.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[yixiuge777's solution](#)

570.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[yixiuge777's solution](#)

571.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[yixiuge777's solution](#)

572.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: dsu, math
[yixiuge777's solution](#)

573.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math
[yixiuge777's solution](#)

574.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,623 global accepts · Rating: 1000 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[yixiuge777's solution](#)

575.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math
[yixiuge777's solution](#)

576.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms
[yixiuge777's solution](#)

577.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory
[yixiuge777's solution](#)

578.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[yixiuge777's solution](#)

579.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[yixiuge777's solution](#)

580.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: math
[yixiuge777's solution](#)

581.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math
[yixiuge777's solution](#)

582.

2195C

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

Quality: 20,524 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[yixiuge777's solution](#)

583.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[yixiuge777's solution](#)

584.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[yixiuge777's solution](#)

585.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[yixiuge777's solution](#)

586.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[yixiuge777's solution](#)

587.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,282 global accepts · Rating: 1100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[yixiuge777's solution](#)

588.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings
[yixiuge777's solution](#)

589.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[yixiuge777's solution](#)

590.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[yixiuge777's solution](#)

591.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[yixiuge777's solution](#)

592.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[yixiuge777's solution](#)

593.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[yixiuge777's solution](#)

594.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,355 global accepts · Rating: 1100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number

theory

[yixiuge777's solution](#)

595.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[yixiuge777's solution](#)

596.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[yixiuge777's solution](#)

597.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[yixiuge777's solution](#)

598.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[yixiuge777's solution](#)

599.

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[yixiuge777's solution](#)

600.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[yixiuge777's solution](#)

601.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[yixiuge777's solution](#)

602.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yixiuge777's solution](#)

603.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[yixiuge777's solution](#)

604.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[yixiuge777's solution](#)

605.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,104 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
[yixiuge777's solution](#)

606.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[yixiuge777's solution](#)

607.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[yixiuge777's solution](#)

608.

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[yixiuge777's solution](#)

609.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[yixiuge777's solution](#)

610.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[yixiuge777's solution](#)

611.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[yixiuge777's solution](#)

612.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[yixiuge777's solution](#)

613.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[yixiuge777's solution](#)

614.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[yixiuge777's solution](#)

615.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[yixiuge777's solution](#)

616.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[yixiuge777's solution](#)

617.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[yixiuge777's solution](#)

618.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,069 global accepts · Rating: 1100 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[yixiuge777's solution](#)

619.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[yixiuge777's solution](#)

620.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,610 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[yixiuge777's solution](#)

621.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[yixiuge777's solution](#)

622.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,772 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[yixiuge777's solution](#)

623.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[yixiuge777's solution](#)

624.

1624C

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

Quality: 26,832 global accepts · Rating: 1100 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[yixiuge777's solution](#)

625.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[yixiuge777's solution](#)

626.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[yixiuge777's solution](#)

627.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation
[yixiuge777's solution](#)

628.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[yixiuge777's solution](#)

629.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[yixiuge777's solution](#)

630.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[yixiuge777's solution](#)

631.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[yixiuge777's solution](#)

632.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings
[yixiuge777's solution](#)

633.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[yixiuge777's solution](#)

634.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yixiuge777's solution](#)

635.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[yixiuge777's solution](#)

636.

1631B

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

Quality: 26,893 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[yixiuge777's solution](#)

637.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[yixiuge777's solution](#)

638.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[yixiuge777's solution](#)

639.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[yixiuge777's solution](#)

640.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,401 global accepts · Rating: 1100 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[yixiuge777's solution](#)

641.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[yixiuge777's solution](#)

642.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[yixiuge777's solution](#)

643.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[yixiuge777's solution](#)

644.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[yixiuge777's solution](#)

645.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[yixiuge777's solution](#)

646.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[yixiuge777's solution](#)

647.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[yixiuge777's solution](#)

648.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[yixiuge777's solution](#)

649.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[yixiuge777's solution](#)

650.

1529B

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

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[yixiuge777's solution](#)

651.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[yixiuge777's solution](#)

652.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: greedy, two pointers

[yixiuge777's solution](#)

653.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[yixiuge777's solution](#)

654.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[yixiuge777's solution](#)

655.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[yixiuge777's solution](#)

656.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,603 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[yixiuge777's solution](#)

657.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[yixiuge777's solution](#)

658.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[yixiuge777's solution](#)

659.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[yixiuge777's solution](#)

660.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[yixiuge777's solution](#)

661.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[yixiuge777's solution](#)

662.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[yixiuge777's solution](#)

663.

2048C

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

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

[yixiuge777's solution](#)

664.

1848B

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

Quality: 24,404 global accepts · Rating: 1200 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[yixiuge777's solution](#)

665.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, implementation
[yixiuge777's solution](#)

666.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,393 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[yixiuge777's solution](#)

667.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[yixiuge777's solution](#)

668.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yixiuge777's solution](#)

669.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[yixiuge777's solution](#)

670.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yixiuge777's solution](#)

671.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,619 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[yixiuge777's solution](#)

672.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[yixiuge777's solution](#)

673.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yixiuge777's solution](#)

674.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[yixiuge777's solution](#)

675.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,711 global accepts · Rating: 1200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[yixiuge777's solution](#)

676.

1738B

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

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

[yixiuge777's solution](#)

677.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[yixiuge777's solution](#)

678.

1734C

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

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yixiuge777's solution](#)

679.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[yixiuge777's solution](#)

680.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,749 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[yixiuge777's solution](#)

681.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,277 global accepts · Rating: 1200 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[yixiuge777's solution](#)

682.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math
[yixiuge777's solution](#)

683.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[yixiuge777's solution](#)

684.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[yixiuge777's solution](#)

685.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 1200 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[yixiuge777's solution](#)

686.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[yixiuge777's solution](#)

687.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[yixiuge777's solution](#)

688.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[yixiuge777's solution](#)

689.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings
[yixiuge777's solution](#)

690.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[yixiuge777's solution](#)

691.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[yixiuge777's solution](#)

692.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[yixiuge777's solution](#)

693.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings
[yixiuge777's solution](#)

694.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[yixiuge777's solution](#)

695.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[yixiuge777's solution](#)

696.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[yixiuge777's solution](#)

697.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees
[yixiuge777's solution](#)

698.

1635C

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

Quality: 25,130 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[yixiuge777's solution](#)

699.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yixiuge777's solution](#)

700.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[yixiuge777's solution](#)

701.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, sortings
[yixiuge777's solution](#)

702.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,577 global accepts · Rating: 1200 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar
[yixiuge777's solution](#)

703.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[yixiuge777's solution](#)

704.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[yixiuge777's solution](#)

705.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[yixiuge777's solution](#)

706.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[yixiuge777's solution](#)

707.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[yixiuge777's solution](#)

708.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[yixiuge777's solution](#)

709.

1352C

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

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[yixiuge777's solution](#)

710.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[yixiuge777's solution](#)

711.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,901 global accepts · Rating: 1200 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[yixiuge777's solution](#)

712.

492B

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

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[yixiuge777's solution](#)

713.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

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714.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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715.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: interactive, math

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716.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

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717.

1539C

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Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

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718.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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719.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,475 global accepts · Rating: 1200 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[yixiuge777's solution](#)

720.

1512C

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Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[yixiuge777's solution](#)

721.

1490D

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Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[yixiuge777's solution](#)

722.

1487B

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Quality: 28,686 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

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723.

1485B

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Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[yixiuge777's solution](#)

724.

2200D

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Quality: 11,780 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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725.

2201A1

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Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[yixiuge777's solution](#)

726.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[yixiuge777's solution](#)

727.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[yixiuge777's solution](#)

728.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[yixiuge777's solution](#)

729.

2179D

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

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yixiuge777's solution](#)

730.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[yixiuge777's solution](#)

731.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[yixiuge777's solution](#)

732.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[yixiuge777's solution](#)

733.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[yixiuge777's solution](#)

734.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[yixiuge777's solution](#)

735.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[yixiuge777's solution](#)

736.

2118C

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

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[yixiuge777's solution](#)

737.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yixiuge777's solution](#)

738.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[yixiuge777's solution](#)

739.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[yixiuge777's solution](#)

740.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[yixiuge777's solution](#)

741.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[yixiuge777's solution](#)

742.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[yixiuge777's solution](#)

743.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[yixiuge777's solution](#)

744.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[yixiuge777's solution](#)

745.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[yixiuge777's solution](#)

746.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[yixiuge777's solution](#)

747.

1786B

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

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[yixiuge777's solution](#)

748.

1768C

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Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[yixiuge777's solution](#)

749.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[yixiuge777's solution](#)

750.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[yixiuge777's solution](#)

751.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[yixiuge777's solution](#)

752.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yixiuge777's solution](#)

753.

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[yixiuge777's solution](#)

754.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[yixiuge777's solution](#)

755.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[yixiuge777's solution](#)

756.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yixiuge777's solution](#)

757.

1364B

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Quality: 26,177 global accepts · Rating: 1300 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[yixiuge777's solution](#)

758.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[yixiuge777's solution](#)

759.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[yixiuge777's solution](#)

760.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yixiuge777's solution](#)

761.

1698C

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Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[yixiuge777's solution](#)

762.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yixiuge777's solution](#)

763.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,955 global accepts · Rating: 1300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[yixiuge777's solution](#)

764.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[yixiuge777's solution](#)

765.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[yixiuge777's solution](#)

766.

1676G

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

Quality: 24,002 global accepts · Rating: 1300 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yixiuge777's solution](#)

767.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,188 global accepts · Rating: 1300 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[yixiuge777's solution](#)

768.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,772 global accepts · Rating: 1300 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[yixiuge777's solution](#)

769.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[yixiuge777's solution](#)

770.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[yixiuge777's solution](#)

771.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[yixiuge777's solution](#)

772.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[yixiuge777's solution](#)

773.

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[yixiuge777's solution](#)

774.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[yixiuge777's solution](#)

775.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[yixiuge777's solution](#)

776.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yixiuge777's solution](#)

777.

1650D

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

Quality: 14,693 global accepts · Rating: 1300 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[yixiuge777's solution](#)

778.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[yixiuge777's solution](#)

779.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[yixiuge777's solution](#)

780.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[yixiuge777's solution](#)

781.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[yixiuge777's solution](#)

782.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[yixiuge777's solution](#)

783.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[yixiuge777's solution](#)

784.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[yixiuge777's solution](#)

785.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[yixiuge777's solution](#)

786.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[yixiuge777's solution](#)

787.

1591C

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

Rating: 1300 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[yixiuge777's solution](#)

788.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[yixiuge777's solution](#)

789.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[yixiuge777's solution](#)

790.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[yixiuge777's solution](#)

791.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation,

math, two pointers

[yixiuge777's solution](#)

792.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[yixiuge777's solution](#)

793.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[yixiuge777's solution](#)

794.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[yixiuge777's solution](#)

795.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[yixiuge777's solution](#)

796.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,866 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[yixiuge777's solution](#)

797.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,261 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[yixiuge777's solution](#)

798.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[yixiuge777's solution](#)

799.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[yixiuge777's solution](#)

800.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[yixiuge777's solution](#)

801.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[yixiuge777's solution](#)

802.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,488 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, sortings

[yixiuge777's solution](#)

803.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[yixiuge777's solution](#)

804.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[yixiuge777's solution](#)

805.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[yixiuge777's solution](#)

806.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[yixiuge777's solution](#)

807.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[yixiuge777's solution](#)

808.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force

[yixiuge777's solution](#)

809.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yixiuge777's solution](#)

810.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers

[yixiuge777's solution](#)

811.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[yixiuge777's solution](#)

812.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
[yixiuge777's solution](#)

813.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[yixiuge777's solution](#)

814.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings
[yixiuge777's solution](#)

815.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[yixiuge777's solution](#)

816.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,679 global accepts · Rating: 1400 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
[yixiuge777's solution](#)

817.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[yixiuge777's solution](#)

818.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees
[yixiuge777's solution](#)

819.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings
[yixiuge777's solution](#)

820.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[yixiuge777's solution](#)

821.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[yixiuge777's solution](#)

822.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[yixiuge777's solution](#)

823.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[yixiuge777's solution](#)

824.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math
[yixiuge777's solution](#)

825.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[yixiuge777's solution](#)

826.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
[yixiuge777's solution](#)

827.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[yixiuge777's solution](#)

828.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[yixiuge777's solution](#)

829.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[yixiuge777's solution](#)

830.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[yixiuge777's solution](#)

831.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[yixiuge777's solution](#)

832.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[yixiuge777's solution](#)

833.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[yixiuge777's solution](#)

834.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[yixiuge777's solution](#)

835.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[yixiuge777's solution](#)

836.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[yixiuge777's solution](#)

837.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[yixiuge777's solution](#)

838.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[yixiuge777's solution](#)

839.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[yixiuge777's solution](#)

840.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[yixiuge777's solution](#)

841.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-07 · last AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[yixiuge777's solution](#)

842.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[yixiuge777's solution](#)

843.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[yixiuge777's solution](#)

844.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[yixiuge777's solution](#)

845.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[yixiuge777's solution](#)

846.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yixiuge777's solution](#)

847.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[yixiuge777's solution](#)

848.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[yixiuge777's solution](#)

849.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[yixiuge777's solution](#)

850.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[yixiuge777's solution](#)

851.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[yixiuge777's solution](#)

852.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[yixiuge777's solution](#)

853.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[yixiuge777's solution](#)

854.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[yixiuge777's solution](#)

855.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[yixiuge777's solution](#)

856.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[yixiuge777's solution](#)

857.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[yixiuge777's solution](#)

858.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[yixiuge777's solution](#)

859.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[yixiuge777's solution](#)

860.

1183D

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

Quality: 20,418 global accepts · Rating: 1400 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[yixiuge777's solution](#)

861.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[yixiuge777's solution](#)

862.

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yixiuge777's solution](#)

863.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[yixiuge777's solution](#)

864.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[yixiuge777's solution](#)

865.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[yixiuge777's solution](#)

866.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[yixiuge777's solution](#)

867.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[yixiuge777's solution](#)

868.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[yixiuge777's solution](#)

869.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[yixiuge777's solution](#)

870.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[yixiuge777's solution](#)

871.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,679 global accepts · Rating: 1400 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[yixiuge777's solution](#)

872.

279B

[Books](#) · [Tutorial](#)

Quality: 72,423 global accepts · Rating: 1400 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[yixiuge777's solution](#)

873.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,179 global accepts · Rating: 1400 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[yixiuge777's solution](#)

874.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[yixiuge777's solution](#)

875.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[yixiuge777's solution](#)

876.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[yixiuge777's solution](#)

877.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[yixiuge777's solution](#)

878.

1506D

[Epic Transformation](#) · [Tutorial](#)

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[yixiuge777's solution](#)

879.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[yixiuge777's solution](#)

880.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[yixiuge777's solution](#)

881.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[yixiuge777's solution](#)

882.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: greedy, math

[yixiuge777's solution](#)

883.

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[yixiuge777's solution](#)

884.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[yixiuge777's solution](#)

885.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[yixiuge777's solution](#)

886.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,028 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[yixiuge777's solution](#)

887.

2195E

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

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

[yixiuge777's solution](#)

888.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[yixiuge777's solution](#)

889.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[yixiuge777's solution](#)

890.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[yixiuge777's solution](#)

891.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yixiuge777's solution](#)

892.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[yixiuge777's solution](#)

893.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[yixiuge777's solution](#)

894.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[yixiuge777's solution](#)

895.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yixiuge777's solution](#)

896.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[yixiuge777's solution](#)

897.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1500 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[yixiuge777's solution](#)

898.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[yixiuge777's solution](#)

899.

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[yixiuge777's solution](#)

900.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[yixiuge777's solution](#)

901.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[yixiuge777's solution](#)

902.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[yixiuge777's solution](#)

903.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[yixiuge777's solution](#)

904.

1795C

[Tea Tasting](#) · [Tutorial](#)

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905.

1765N

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906.

1760F

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907.

1759E

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908.

812C

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909.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

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910.

1753A2

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911.

1742F

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Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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912.

1742G

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913.

1744E1

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Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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914.

1737C

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915.

1738C

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916.

1725G

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[yixiuge777's solution](#)

917.

1366C

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Quality: 14,260 global accepts · Rating: 1500 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yixiuge777's solution](#)

918.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yixiuge777's solution](#)

919.

1690E

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Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[yixiuge777's solution](#)

920.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

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921.

1675E

[Replace With the Previous, Minimize · Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[yixiuge777's solution](#)

922.

1673C

[Palindrome Basis · Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[yixiuge777's solution](#)

923.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[yixiuge777's solution](#)

924.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[yixiuge777's solution](#)

925.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[yixiuge777's solution](#)

926.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[yixiuge777's solution](#)

927.

1646C

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

Quality: 19,515 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[yixiuge777's solution](#)

928.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[yixiuge777's solution](#)

929.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[yixiuge777's solution](#)

930.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[yixiuge777's solution](#)

931.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[yixiuge777's solution](#)

932.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[yixiuge777's solution](#)

933.

1614C

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Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[yixiuge777's solution](#)

934.

1499C

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

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math

[yixiuge777's solution](#)

935.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yixiuge777's solution](#)

936.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yixiuge777's solution](#)

937.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[yixiuge777's solution](#)

938.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yixiuge777's solution](#)

939.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[yixiuge777's solution](#)

940.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,548 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[yixiuge777's solution](#)

941.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,972 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yixiuge777's solution](#)

942.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[yixiuge777's solution](#)

943.

580B

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Quality: 31,921 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers
[yixiuge777's solution](#)

944.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[yixiuge777's solution](#)

945.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings
[yixiuge777's solution](#)

946.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, sortings, strings
[yixiuge777's solution](#)

947.

1546C

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

Rating: 1500 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: sortings
[yixiuge777's solution](#)

948.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[yixiuge777's solution](#)

949.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[yixiuge777's solution](#)

950.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[yixiuge777's solution](#)

951.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,459 global accepts · Rating: 1500 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[yixiuge777's solution](#)

952.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1500 · first AC: 2021-05-22 · last AC: 2021-05-22 · GNU C++11 (first AC) · Tags: dfs and similar
[yixiuge777's solution](#)

953.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[yixiuge777's solution](#)

954.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[yixiuge777's solution](#)

955.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[yixiuge777's solution](#)

956.

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[yixiuge777's solution](#)

957.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[yixiuge777's solution](#)

958.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[yixiuge777's solution](#)

959.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[yixiuge777's solution](#)

960.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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961.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[yixiuge777's solution](#)

962.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[yixiuge777's solution](#)

963.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[yixiuge777's solution](#)

964.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[yixiuge777's solution](#)

965.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[yixiuge777's solution](#)

966.

2048D

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

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

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967.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[yixiuge777's solution](#)

968.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[yixiuge777's solution](#)

969.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[yixiuge777's solution](#)

970.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[yixiuge777's solution](#)

971.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[yixiuge777's solution](#)

972.

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yixiuge777's solution](#)

973.

1806C

[Sequence Master](#) · [Tutorial](#)

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

[yixiuge777's solution](#)

974.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[yixiuge777's solution](#)

975.

1795D

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Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yixiuge777's solution](#)

976.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yixiuge777's solution](#)

977.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[yixiuge777's solution](#)

978.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[yixiuge777's solution](#)

979.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[yixiuge777's solution](#)

980.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[yixiuge777's solution](#)

981.

1748C

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

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[yixiuge777's solution](#)

982.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yixiuge777's solution](#)

983.

1198A

[MP3](#) · [Tutorial](#)

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

[yixiuge777's solution](#)

984.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[yixiuge777's solution](#)

985.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[yixiuge777's solution](#)

986.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[yixiuge777's solution](#)

987.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[yixiuge777's solution](#)

988.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[yixiuge777's solution](#)

989.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[yixiuge777's solution](#)

990.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[yixiuge777's solution](#)

991.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[yixiuge777's solution](#)

992.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[yixiuge777's solution](#)

993.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[yixiuge777's solution](#)

994.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[yixiuge777's solution](#)

995.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers
[yixiuge777's solution](#)

996.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[yixiuge777's solution](#)

997.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees
[yixiuge777's solution](#)

998.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[yixiuge777's solution](#)

999.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[yixiuge777's solution](#)

1000.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

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1001.

954D

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1002.

1505B

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1003.

1609D

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1004.

1633D

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1005.

1632C

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1006.

1352G

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1007.

1344A

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1008.

1623C

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1009.

1615C

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1010.

1593E

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1011.

1610C

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1012.

1246A

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1013.

1262D1

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1014.

1607E

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1566D2

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1604D

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1018.

1398C

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1019.

377A

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1555D

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1475E

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1542C

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1024.

1539D

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1025.

1512E

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1026.

1520F1

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1484C

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1028.

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2205D

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1030.

2203D

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2201B

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1033.

1608C

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1034.

2181M

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2178D

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2163B

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2152D

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1043.

2045A

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1772E

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2053D

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1046.

2029C

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1722F

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1835A

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1578H

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1799C

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765D

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1783C

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118D

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1779D

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1706D1

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1770C

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1064.

1765D

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1760G

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1670D

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1693B

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1702F

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1699C

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1070.

1700C

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1071.

1692H

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1072.

1714G

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1715C

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1074.

1684D

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1075.

1690F

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1688C

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1687B

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1078.

1672D

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1079.

1660F1

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1661C

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1081.

1658C

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1082.

954C

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1083.

1144F

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1084.

1333C

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Quality: 13,363 global accepts · Rating: 1700 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

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1085.

1365D

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Quality: 20,818 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

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1086.

1621C

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Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math
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1087.

1406C

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Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
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1088.

1644D

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Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
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1089.

1586C

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1090.

1626C

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Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
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1091.

1625C

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1092.

1629D

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Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
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1093.

1114C

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1094.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[yixiuge777's solution](#)

1095.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
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1096.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[yixiuge777's solution](#)

1097.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, math

[yixiuge777's solution](#)

1098.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[yixiuge777's solution](#)

1099.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[yixiuge777's solution](#)

1100.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yixiuge777's solution](#)

1101.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[yixiuge777's solution](#)

1102.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[yixiuge777's solution](#)

1103.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[yixiuge777's solution](#)

1104.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[yixiuge777's solution](#)

1105.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[yixiuge777's solution](#)

1106.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[yixiuge777's solution](#)

1107.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math, ternary search

[yixiuge777's solution](#)

1108.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[yixiuge777's solution](#)

1109.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[yixiuge777's solution](#)

1110.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[yixiuge777's solution](#)

1111.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[yixiuge777's solution](#)

1112.

1529D

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

Rating: 1700 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[yixiuge777's solution](#)

1113.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[yixiuge777's solution](#)

1114.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: games, math, number theory

[yixiuge777's solution](#)

1115.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[yixiuge777's solution](#)

1116.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[yixiuge777's solution](#)

1117.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[yixiuge777's solution](#)

1118.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[yixiuge777's solution](#)

1119.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[yixiuge777's solution](#)

1120.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[yixiuge777's solution](#)

1121.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[yixiuge777's solution](#)

1122.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[yixiuge777's solution](#)

1123.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[yixiuge777's solution](#)

1124.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yixiuge777's solution](#)

1125.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yixiuge777's solution](#)

1126.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[yixiuge777's solution](#)

1127.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[yixiuge777's solution](#)

1128.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[yixiuge777's solution](#)

1129.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[yixiuge777's solution](#)

1130.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp

[yixiuge777's solution](#)

1131.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[yixiuge777's solution](#)

1132.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yixiuge777's solution](#)

1133.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[yixiuge777's solution](#)

1134.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[yixiuge777's solution](#)

1135.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[yixiuge777's solution](#)

1136.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[yixiuge777's solution](#)

1137.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[yixiuge777's solution](#)

1138.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[yixiuge777's solution](#)

1139.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[yixiuge777's solution](#)

1140.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[yixiuge777's solution](#)

1141.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[yixiuge777's solution](#)

1142.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
[yixiuge777's solution](#)

1143.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[yixiuge777's solution](#)

1144.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-05 · last AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
[yixiuge777's solution](#)

1145.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities
[yixiuge777's solution](#)

1146.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[yixiuge777's solution](#)

1147.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[yixiuge777's solution](#)

1148.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[yixiuge777's solution](#)

1149.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[yixiuge777's solution](#)

1150.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yixiuge777's solution](#)

1151.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[yixiuge777's solution](#)

1152.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yixiuge777's solution](#)

1153.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[yixiuge777's solution](#)

1154.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[yixiuge777's solution](#)

1155.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[yixiuge777's solution](#)

1156.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yixiuge777's solution](#)

1157.

1108E1

[Array and Segments \(Easy version\) · Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[yixiuge777's solution](#)

1158.

1648B

[Integral Array · Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[yixiuge777's solution](#)

1159.

1586D

[Omkar and the Meaning of Life · Tutorial](#)

Rating: 1800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[yixiuge777's solution](#)

1160.

1635D

[Infinite Set · Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[yixiuge777's solution](#)

1161.

1637D

[Yet Another Minimization Problem · Tutorial](#)

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[yixiuge777's solution](#)

1162.

1631D

[Range and Partition · Tutorial](#)

Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[yixiuge777's solution](#)

1163.

1617D1

[Too Many Impostors \(easy version\) · Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[yixiuge777's solution](#)

1164.

1611F

[ATM and Students · Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers
[yixiuge777's solution](#)

1165.

1324F

[Maximum White Subtree · Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[yixiuge777's solution](#)

1166.

1254B1

[Send Boxes to Alice \(Easy Version\) · Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[yixiuge777's solution](#)

1167.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[yixiuge777's solution](#)

1168.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math
[yixiuge777's solution](#)

1169.

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[yixiuge777's solution](#)

1170.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[yixiuge777's solution](#)

1171.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[yixiuge777's solution](#)

1172.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[yixiuge777's solution](#)

1173.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers
[yixiuge777's solution](#)

1174.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force
[yixiuge777's solution](#)

1175.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[yixiuge777's solution](#)

1176.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[yixiuge777's solution](#)

1177.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[yixiuge777's solution](#)

1178.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[yixiuge777's solution](#)

1179.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[yixiuge777's solution](#)

1180.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[yixiuge777's solution](#)

1181.

2200F

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

Quality: 2,889 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[yixiuge777's solution](#)

1182.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[yixiuge777's solution](#)

1183.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[yixiuge777's solution](#)

1184.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yixiuge777's solution](#)

1185.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yixiuge777's solution](#)

1186.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[yixiuge777's solution](#)

1187.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[yixiuge777's solution](#)

1188.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

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1189.

2049D

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1197.

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1842D

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1203.

959D

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1204.

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1717D

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1700D

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1697D

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1227.

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1715D

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1704D

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1232.

1650E

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1233.

1659D

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1235.

577B

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1358D

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1237.

1624G

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1238.

1144E

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1239.

1647D

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1240.

1648C

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1365E

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1470B

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1644E

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1593D2

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1246.

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1611E2

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1248.

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1252.

1265D

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1253.

1400D

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20C

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1255.

1480D1

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1256.

1546D

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1547F

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1258.

1092F

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1259.

2201C

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2195F

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1261.

2196C2

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1263.

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1264.

2178E

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1265.

2052J

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1266.

2135C

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1267.

2057D

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Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · last AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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1268.

2129C2

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Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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1269.

2045B

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Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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1270.

2028D

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1271.

2061E

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Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

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1272.

1772F

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2048E

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1274.

1618F

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1275.

1956D

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algorithms, divide and conquer, dp, greedy, implementation, math

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1276.

1974G

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1277.

895C

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1278.

1827B1

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1279.

1427D

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1280.

1427C

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1458B

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1284.

118E

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1770D

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1764D

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1287.

1763C

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1646D

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1744F

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1198C

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1296.

1733D2

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797E

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1726D

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1010D

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1302.

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1305.

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1674G

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359D

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1326.

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1348.

2127E

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1349.

1801D

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2068C

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1352.

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1353.

2044H

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1354.

1593F

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1355.

1761D

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1938J

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1265E

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1360.

1832D1

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1361.

990E

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1362.

1821E

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1363.

1450C1

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1364.

1575L

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1365.

1799D2

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525E

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1367.

1787E

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1368.

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1369.

1343E

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1370.

1446C

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1637E

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1372.

1364D

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1373.

1734E

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1374.

1725F

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Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

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1375.

1146D

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Quality: 1,204 global accepts · Rating: 2100 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory

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1376.

1684E

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1377.

1366E

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Quality: 4,623 global accepts · Rating: 2100 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

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1378.

1710B

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1379.

1671E

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1380.

1667B

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Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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1381.

1605D

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Quality: 3,252 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

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1382.

1660F2

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Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

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1383.

1005F

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Quality: 2,105 global accepts · Rating: 2100 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

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1384.

1666J

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1385.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp,

math

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1386.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[yixiuge777's solution](#)

1387.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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1388.

1108F

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Quality: 3,572 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, greedy

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1389.

1333D

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Quality: 4,131 global accepts · Rating: 2100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[yixiuge777's solution](#)

1390.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

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1391.

1365F

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[yixiuge777's solution](#)

1392.

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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1393.

1372D

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Quality: 5,719 global accepts · Rating: 2100 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, greedy

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1394.

1626D

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Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

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1395.

1614D1

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Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[yixiuge777's solution](#)

1396.

1499D

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Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[yixiuge777's solution](#)

1397.

1472G

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Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[yixiuge777's solution](#)

1398.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, shortest paths
[yixiuge777's solution](#)

1399.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

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[yixiuge777's solution](#)

1400.

1479B2

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Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[yixiuge777's solution](#)

1401.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers
[yixiuge777's solution](#)

1402.

1575H

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Quality: 768 global accepts · Rating: 2200 · first AC: 2023-03-07 · last AC: 2026-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
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1403.

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[yixiuge777's solution](#)

1404.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search
[yixiuge777's solution](#)

1405.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[yixiuge777's solution](#)

1406.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[yixiuge777's solution](#)

1407.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graph matchings, math

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1408.

2112E

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Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[yixiuge777's solution](#)

1409.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[yixiuge777's solution](#)

1410.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

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1411.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[yixiuge777's solution](#)

1412.

2070E

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Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[yixiuge777's solution](#)

1413.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yixiuge777's solution](#)

1414.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[yixiuge777's solution](#)

1415.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number

theory

[yixiuge777's solution](#)

1416.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[yixiuge777's solution](#)

1417.

1616E

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Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings

[yixiuge777's solution](#)

1418.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[yixiuge777's solution](#)

1419.

1641C

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Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · last AC: 2024-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[yixiuge777's solution](#)

1420.

2018D

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

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

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1421.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[yixiuge777's solution](#)

1422.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[yixiuge777's solution](#)

1423.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

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1424.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[yixiuge777's solution](#)

1425.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

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1426.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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1427.

1575K

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Quality: 798 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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1428.

1776B

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Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

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1429.

1795E

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1430.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[yixiuge777's solution](#)

1431.

1777E

[Edge Reverse](#) · [Tutorial](#)

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1432.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

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1433.

1311E

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1434.

1646E

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1435.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

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1436.

1110E

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1437.

1114E

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Quality: 3,191 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

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1438.

1659E

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1439.

1736D

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Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

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1440.

1737D

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Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[yixiuge777's solution](#)

1441.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

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1442.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[yixiuge777's solution](#)

1443.

1717E

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Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yixiuge777's solution](#)

1444.

1670E

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Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

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1445.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

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1446.

1666I

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Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

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1447.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

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1448.

52C

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Quality: 11,249 global accepts · Rating: 2200 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[yixiuge777's solution](#)

1449.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yixiuge777's solution](#)

1450.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[yixiuge777's solution](#)

1451.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[yixiuge777's solution](#)

1452.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[yixiuge777's solution](#)

1453.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[yixiuge777's solution](#)

1454.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[yixiuge777's solution](#)

1455.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[yixiuge777's solution](#)

1456.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[yixiuge777's solution](#)

1457.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[yixiuge777's solution](#)

1458.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[yixiuge777's solution](#)

1459.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[yixiuge777's solution](#)

1460.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[yixiuge777's solution](#)

1461.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[yixiuge777's solution](#)

1462.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[yixiuge777's solution](#)

1463.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[yixiuge777's solution](#)

1464.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[yixiuge777's solution](#)

1465.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: data structures

[yixiuge777's solution](#)

1466.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
[yixiuge777's solution](#)

1467.

2195G

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

Quality: 1,045 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees
[yixiuge777's solution](#)

1468.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities
[yixiuge777's solution](#)

1469.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy, implementation
[yixiuge777's solution](#)

1470.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
[yixiuge777's solution](#)

1471.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search
[yixiuge777's solution](#)

1472.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
[yixiuge777's solution](#)

1473.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[yixiuge777's solution](#)

1474.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees
[yixiuge777's solution](#)

1475.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[yixiuge777's solution](#)

1476.

2043E

[Matrix Transformation](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[yixiuge777's solution](#)

1477.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[yixiuge777's solution](#)

1478.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[yixiuge777's solution](#)

1479.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[yixiuge777's solution](#)

1480.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[yixiuge777's solution](#)

1481.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[yixiuge777's solution](#)

1482.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[yixiuge777's solution](#)

1483.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[yixiuge777's solution](#)

1484.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[yixiuge777's solution](#)

1485.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[yixiuge777's solution](#)

1486.

1529E

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

Quality: 2300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[yixiuge777's solution](#)

1487.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[yixiuge777's solution](#)

1488.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[yixiuge777's solution](#)

1489.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yixiuge777's solution](#)

1490.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[yixiuge777's solution](#)

1491.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[yixiuge777's solution](#)

1492.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[yixiuge777's solution](#)

1493.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[yixiuge777's solution](#)

1494.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[yixiuge777's solution](#)

1495.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[yixiuge777's solution](#)

1496.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[yixiuge777's solution](#)

1497.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp
[yixiuge777's solution](#)

1498.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[yixiuge777's solution](#)

1499.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[yixiuge777's solution](#)

1500.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[yixiuge777's solution](#)

1501.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[yixiuge777's solution](#)

1502.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[yixiuge777's solution](#)

1503.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory
[yixiuge777's solution](#)

1504.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
[yixiuge777's solution](#)

1505.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[yixiuge777's solution](#)

1506.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[yixiuge777's solution](#)

1507.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[yixiuge777's solution](#)

1508.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[yixiuge777's solution](#)

1509.

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[yixiuge777's solution](#)

1510.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[yixiuge777's solution](#)

1511.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[yixiuge777's solution](#)

1512.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[yixiuge777's solution](#)

1513.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[yixiuge777's solution](#)

1514.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[yixiuge777's solution](#)

1515.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[yixiuge777's solution](#)

1516.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[yixiuge777's solution](#)**1517.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[yixiuge777's solution](#)**1518.**

2195H

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

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

[yixiuge777's solution](#)**1519.**

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[yixiuge777's solution](#)**1520.**

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[yixiuge777's solution](#)**1521.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-03-08 · last AC: 2025-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, greedy

[yixiuge777's solution](#)**1522.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · last AC: 2025-08-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[yixiuge777's solution](#)**1523.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[yixiuge777's solution](#)**1524.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[yixiuge777's solution](#)**1525.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[yixiuge777's solution](#)

1526.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · last AC: 2025-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[yixiuge777's solution](#)

1527.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[yixiuge777's solution](#)

1528.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[yixiuge777's solution](#)

1529.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[yixiuge777's solution](#)

1530.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[yixiuge777's solution](#)

1531.

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-24 · last AC: 2024-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[yixiuge777's solution](#)

1532.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[yixiuge777's solution](#)

1533.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[yixiuge777's solution](#)

1534.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[yixiuge777's solution](#)

1535.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide

and conquer, two pointers

[yixiuge777's solution](#)

1536.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[yixiuge777's solution](#)

1537.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[yixiuge777's solution](#)

1538.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[yixiuge777's solution](#)

1539.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[yixiuge777's solution](#)

1540.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[yixiuge777's solution](#)

1541.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[yixiuge777's solution](#)

1542.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[yixiuge777's solution](#)

1543.

1484F

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, shortest paths

[yixiuge777's solution](#)

1544.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[yixiuge777's solution](#)

1545.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yixiuge777's solution](#)

1546.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[yixiuge777's solution](#)

1547.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[yixiuge777's solution](#)

1548.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yixiuge777's solution](#)

1549.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[yixiuge777's solution](#)

1550.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[yixiuge777's solution](#)

1551.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[yixiuge777's solution](#)

1552.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[yixiuge777's solution](#)

1553.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[yixiuge777's solution](#)

1554.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[yixiuge777's solution](#)

1555.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp,

dsu, math, probabilities, trees

[yixiuge777's solution](#)

1556.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[yixiuge777's solution](#)

1557.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[yixiuge777's solution](#)

1558.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yixiuge777's solution](#)

1559.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[yixiuge777's solution](#)

1560.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[yixiuge777's solution](#)

1561.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[yixiuge777's solution](#)

1562.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[yixiuge777's solution](#)

1563.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yixiuge777's solution](#)

1564.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[yixiuge777's solution](#)

1565.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs,

greedy, interactive, shortest paths, trees

[yixiuge777's solution](#)

1566.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[yixiuge777's solution](#)

1567.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[yixiuge777's solution](#)

1568.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[yixiuge777's solution](#)

1569.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[yixiuge777's solution](#)

1570.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[yixiuge777's solution](#)

1571.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[yixiuge777's solution](#)

1572.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[yixiuge777's solution](#)

1573.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yixiuge777's solution](#)

1574.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[yixiuge777's solution](#)

1575.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[yixiuge777's solution](#)

1576.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees
[yixiuge777's solution](#)

1577.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory
[yixiuge777's solution](#)

1578.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math
[yixiuge777's solution](#)

1579.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[yixiuge777's solution](#)

1580.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[yixiuge777's solution](#)

1581.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[yixiuge777's solution](#)

1582.

1343F

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

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[yixiuge777's solution](#)

1583.

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
[yixiuge777's solution](#)

1584.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[yixiuge777's solution](#)

1585.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings
[yixiuge777's solution](#)

1586.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[yixiuge777's solution](#)

1587.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers
[yixiuge777's solution](#)

1588.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[yixiuge777's solution](#)

1589.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[yixiuge777's solution](#)

1590.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[yixiuge777's solution](#)

1591.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
[yixiuge777's solution](#)

1592.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[yixiuge777's solution](#)

1593.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[yixiuge777's solution](#)

1594.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings
[yixiuge777's solution](#)

1595.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[yixiuge777's solution](#)

1596.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yixiuge777's solution](#)

1597.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[yixiuge777's solution](#)

1598.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[yixiuge777's solution](#)

1599.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, graphs, trees

[yixiuge777's solution](#)

1600.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu

[yixiuge777's solution](#)

1601.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[yixiuge777's solution](#)

1602.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[yixiuge777's solution](#)

1603.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[yixiuge777's solution](#)

1604.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[yixiuge777's solution](#)

1605.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[yixiuge777's solution](#)

1606.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[yixiuge777's solution](#)

1607.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[yixiuge777's solution](#)

1608.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[yixiuge777's solution](#)

1609.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[yixiuge777's solution](#)

1610.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[yixiuge777's solution](#)

1611.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[yixiuge777's solution](#)

1612.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[yixiuge777's solution](#)

1613.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yixiuge777's solution](#)

1614.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[yixiuge777's solution](#)

1615.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[yixiuge777's solution](#)

1616.

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[yixiuge777's solution](#)**1617.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[yixiuge777's solution](#)**1618.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[yixiuge777's solution](#)**1619.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[yixiuge777's solution](#)**1620.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[yixiuge777's solution](#)**1621.**

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy

[yixiuge777's solution](#)**1622.**

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[yixiuge777's solution](#)**1623.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[yixiuge777's solution](#)**1624.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[yixiuge777's solution](#)**1625.**

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[yixiuge777's solution](#)

1626.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2023-06-30 · last AC: 2025-06-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[yixiuge777's solution](#)

1627.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[yixiuge777's solution](#)

1628.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[yixiuge777's solution](#)

1629.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[yixiuge777's solution](#)

1630.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[yixiuge777's solution](#)

1631.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yixiuge777's solution](#)

1632.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[yixiuge777's solution](#)

1633.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[yixiuge777's solution](#)

1634.

1816F

[XOR Counting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yixiuge777's solution](#)

1635.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yixiuge777's solution](#)

1636.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[yixiuge777's solution](#)

1637.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: math
[yixiuge777's solution](#)

1638.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[yixiuge777's solution](#)

1639.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities
[yixiuge777's solution](#)

1640.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
[yixiuge777's solution](#)

1641.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees
[yixiuge777's solution](#)

1642.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[yixiuge777's solution](#)

1643.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[yixiuge777's solution](#)

1644.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[yixiuge777's solution](#)

1645.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees
[yixiuge777's solution](#)

1646.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-02-05 · last AC: 2025-03-09 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[yixiuge777's solution](#)

1647.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[yixiuge777's solution](#)

1648.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[yixiuge777's solution](#)

1649.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yixiuge777's solution](#)

1650.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[yixiuge777's solution](#)

1651.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[yixiuge777's solution](#)

1652.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[yixiuge777's solution](#)

1653.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[yixiuge777's solution](#)

1654.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[yixiuge777's solution](#)

1655.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[yixiuge777's solution](#)

1656.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[yixiuge777's solution](#)

1657.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[yixiuge777's solution](#)

1658.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[yixiuge777's solution](#)

1659.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math
[yixiuge777's solution](#)

1660.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math
[yixiuge777's solution](#)

1661.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[yixiuge777's solution](#)

1662.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry, graphs
[yixiuge777's solution](#)

1663.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[yixiuge777's solution](#)

1664.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-09-13 · last AC: 2026-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[yixiuge777's solution](#)

1665.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
[yixiuge777's solution](#)

1666.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[yixiuge777's solution](#)

1667.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[yixiuge777's solution](#)

1668.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1669.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[yixiuge777's solution](#)

1670.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[yixiuge777's solution](#)

1671.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[yixiuge777's solution](#)

1672.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[yixiuge777's solution](#)

1673.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[yixiuge777's solution](#)

1674.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[yixiuge777's solution](#)

1675.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp

[yixiuge777's solution](#)

1676.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[yixiuge777's solution](#)

1677.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy
[yixiuge777's solution](#)

1678.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices
[yixiuge777's solution](#)

1679.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[yixiuge777's solution](#)

1680.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[yixiuge777's solution](#)

1681.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[yixiuge777's solution](#)

1682.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[yixiuge777's solution](#)

1683.

2196E1

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

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures
[yixiuge777's solution](#)

1684.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees
[yixiuge777's solution](#)

1685.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy
[yixiuge777's solution](#)

1686.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-02-14 · last AC: 2025-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows
[yixiuge777's solution](#)

1687.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[yixiuge777's solution](#)

1688.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[yixiuge777's solution](#)

1689.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[yixiuge777's solution](#)

1690.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[yixiuge777's solution](#)

1691.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[yixiuge777's solution](#)

1692.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[yixiuge777's solution](#)

1693.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[yixiuge777's solution](#)

1694.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[yixiuge777's solution](#)

1695.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[yixiuge777's solution](#)

1696.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[yixiuge777's solution](#)

1697.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[yixiuge777's solution](#)

1698.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-02-08 · last AC: 2025-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[yixiuge777's solution](#)

1699.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[yixiuge777's solution](#)

1700.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[yixiuge777's solution](#)

1701.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[yixiuge777's solution](#)

1702.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[yixiuge777's solution](#)

1703.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[yixiuge777's solution](#)

1704.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[yixiuge777's solution](#)

1705.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[yixiuge777's solution](#)

1706.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[yixiuge777's solution](#)

1707.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[yixiuge777's solution](#)

1708.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[yixiuge777's solution](#)

1709.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[yixiuge777's solution](#)

1710.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[yixiuge777's solution](#)

1711.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[yixiuge777's solution](#)

1712.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[yixiuge777's solution](#)

1713.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[yixiuge777's solution](#)

1714.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[yixiuge777's solution](#)

1715.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[yixiuge777's solution](#)

1716.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[yixiuge777's solution](#)

1717.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[yixiuge777's solution](#)

1718.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[yixiuge777's solution](#)

1719.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[yixiuge777's solution](#)

1720.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[yixiuge777's solution](#)

1721.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[yixiuge777's solution](#)

1722.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-02-04 · last AC: 2025-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[yixiuge777's solution](#)

1723.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[yixiuge777's solution](#)

1724.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[yixiuge777's solution](#)

1725.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[yixiuge777's solution](#)

1726.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[yixiuge777's solution](#)

1727.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[yixiuge777's solution](#)

1728.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[yixiuge777's solution](#)

1729.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[yixiuge777's solution](#)

1730.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[yixiuge777's solution](#)

1731.

106380M

[Many CF Rounds vs Capoo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1732.

106380G

[Generalized star graphs](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1733.

106139F

[Mod](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1734.

106139I

[Tearing Paper](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1735.

106139D

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1736.

106139A

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

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1737.

106139B

[Cut ellipse](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1738.

106139E

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

Rating: — · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yixiuge777's solution](#)

1739.

106139H

[Prime Segments](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1740.

106384J

[g4 Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[yixiuge777's solution](#)

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106384D

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Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[yixiuge777's solution](#)

1742.

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Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[yixiuge777's solution](#)

1743.

106384M

[s+Z Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[yixiuge777's solution](#)

1744.

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Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[yixiuge777's solution](#)

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Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[yixiuge777's solution](#)

1746.

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Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[yixiuge777's solution](#)

1747.

106384L

[{\(T\) Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[yixiuge777's solution](#)

1748.

106384G

[LaVI-Bavellabion · Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[yixiuge777's solution](#)

1749.

104076E

[Identical Parity · Tutorial](#)

Rating: — · first AC: 2024-08-21 · last AC: 2026-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[yixiuge777's solution](#)

1750.

106262D

[Drinking Culture · Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1751.

106262G

[Max Cut Min Flow](#) · Tutorial

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1752.

106262H

[Prime Topology](#) · Tutorial

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1753.

106262L

[Trace of Product of Sparse Square Matrices](#) · Tutorial

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1754.

106262A

[Alphabet Chocolate](#) · Tutorial

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1755.

104725F

[g T N S G \[P ^ R](#)

Rating: — · first AC: 2024-09-03 · last AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[yixiuge777's solution](#)

1756.

106263J

[b R e r i a l](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1757.

106263I

[S e s i s i](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1758.

106263H

[SCNU LOGO](#) · Tutorial

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

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106263G

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Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1760.

106263E

[construction is 2 hard 4 me](#) · Tutorial

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1761.

106263C

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Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1762.

106263A

[gugugaga](#) · Tutorial

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1763.

106263B

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Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

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Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1765.

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Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1766.

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Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1767.

106239M

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Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1768.

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Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1769.

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Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1770.

106239J

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Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1771.

106239I

[kÓsJYal](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1772.

106239H

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Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1773.

106239F

[Tutorial](#) · [if](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1774.

106239E

[apsos](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1775.

106239C

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Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1776.

106239B

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Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1777.

106239A

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Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1778.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · last AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1779.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1780.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1781.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1782.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1783.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1784.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1785.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1786.

105911L

[Regnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1787.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1788.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1789.

105911F

[Caloric Difference](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1790.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1791.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1792.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1793.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1794.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1795.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1796.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1797.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1798.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1799.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1800.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1801.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1802.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1803.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1804.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1805.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1806.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1807.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1808.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1809.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1810.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1811.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1812.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1813.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1814.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1815.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1816.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1817.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1818.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1819.

105945C

[Cutting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1820.

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1821.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1822.

105945J

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

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1823.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1824.

105945H

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

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1825.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1826.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1827.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1828.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1829.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1830.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1831.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yixiuge777's solution](#)

1832.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1833.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yixiuge777's solution](#)

1834.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1835.

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1836.

104651F

[Flying Ship Story](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1837.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1838.

105924H

[S-Vy--TutorAyu](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1839.

105924L

[oJkTorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1840.

105924F

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Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1841.

105924K

[@Oaia8b](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1842.

105924I

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Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1843.

105924G

[Rtitorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1844.

105924B

[Ntitorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1845.

105924A

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Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1846.

105992E

[Djangle v, Tepca- Óg,,](#)

Rating: — · first AC: 2025-07-15 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1847.

105992C

[TMzjErial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1848.

105992J

[u;Worial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yixiuge777's solution](#)

1849.

105992F

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