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Unique solved — yjx120921

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

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

Filters: none

Count: 567

1.

2211A

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

Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)
[yjx120921's solution](#)

2.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,200 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)
[yjx120921's solution](#)

3.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: [games](#)
[yjx120921's solution](#)

4.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,436 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#)
[yjx120921's solution](#)

5.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,326 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [strings](#)
[yjx120921's solution](#)

6.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)
[yjx120921's solution](#)

7.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)
[yjx120921's solution](#)

8.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [number theory](#)
[yjx120921's solution](#)

9.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,066 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)
[yjx120921's solution](#)

10.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[yjx120921's solution](#)

11.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[yjx120921's solution](#)

12.

2157A

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

Quality: 16,490 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[yjx120921's solution](#)

13.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[yjx120921's solution](#)

14.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[yjx120921's solution](#)

15.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[yjx120921's solution](#)

16.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,555 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[yjx120921's solution](#)

17.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,542 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[yjx120921's solution](#)

18.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,967 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[yjx120921's solution](#)

19.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[yjx120921's solution](#)

20.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[yjx120921's solution](#)

21.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,548 global accepts · Rating: 800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy
[yjx120921's solution](#)

22.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[yjx120921's solution](#)

23.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[yjx120921's solution](#)

24.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
[yjx120921's solution](#)

25.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yjx120921's solution](#)

26.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[yjx120921's solution](#)

27.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yjx120921's solution](#)

28.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[yjx120921's solution](#)

29.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[yjx120921's solution](#)

30.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[yjx120921's solution](#)

31.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[yjx120921's solution](#)

32.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yjx120921's solution](#)

33.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yjx120921's solution](#)

34.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[yjx120921's solution](#)

35.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yjx120921's solution](#)

36.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[yjx120921's solution](#)

37.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[yjx120921's solution](#)

38.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yjx120921's solution](#)

39.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,251 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[yjx120921's solution](#)

40.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

math

[yjx120921's solution](#)

41.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yjx120921's solution](#)

42.

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[yjx120921's solution](#)

43.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[yjx120921's solution](#)

44.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[yjx120921's solution](#)

45.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[yjx120921's solution](#)

46.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yjx120921's solution](#)

47.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2024-05-14 · last AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[yjx120921's solution](#)

48.

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[yjx120921's solution](#)

49.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[yjx120921's solution](#)

50.

1935A

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

Quality: 30,323 global accepts · Rating: 800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[yjx120921's solution](#)

51.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,632 global accepts · Rating: 800 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[yjx120921's solution](#)

52.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[yjx120921's solution](#)

53.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,851 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[yjx120921's solution](#)

54.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,052 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[yjx120921's solution](#)

55.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yjx120921's solution](#)

56.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yjx120921's solution](#)

57.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[yjx120921's solution](#)

58.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yjx120921's solution](#)

59.

2013B

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

Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yjx120921's solution](#)

60.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[yjx120921's solution](#)

61.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[yjx120921's solution](#)

62.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · last AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yjx120921's solution](#)

63.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[yjx120921's solution](#)

64.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yjx120921's solution](#)

65.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,674 global accepts · Rating: 900 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yjx120921's solution](#)

66.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[yjx120921's solution](#)

67.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

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

[yjx120921's solution](#)

68.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[yjx120921's solution](#)

69.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[yjx120921's solution](#)

70.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,429 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[yjx120921's solution](#)

71.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yjx120921's solution](#)

72.

2211B

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

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[yjx120921's solution](#)

73.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[yjx120921's solution](#)

74.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[yjx120921's solution](#)

75.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[yjx120921's solution](#)

76.

2138A

[Cake Assignment](#) · [Tutorial](#)

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

[yjx120921's solution](#)

77.

2122B

[Pile Shuffling](#) · [Tutorial](#)

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

[yjx120921's solution](#)

78.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[yjx120921's solution](#)

79.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[yjx120921's solution](#)

80.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yjx120921's solution](#)

81.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yjx120921's solution](#)

82.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games,

strings

[yjx120921's solution](#)

83.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[yjx120921's solution](#)

84.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yjx120921's solution](#)

85.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[yjx120921's solution](#)

86.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yjx120921's solution](#)

87.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[yjx120921's solution](#)

88.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,129 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[yjx120921's solution](#)

89.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,514 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[yjx120921's solution](#)

90.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[yjx120921's solution](#)

91.

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[yjx120921's solution](#)

92.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[yjx120921's solution](#)

93.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[yjx120921's solution](#)

94.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[yjx120921's solution](#)

95.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yjx120921's solution](#)

96.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[yjx120921's solution](#)

97.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[yjx120921's solution](#)

98.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[yjx120921's solution](#)

99.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[yjx120921's solution](#)

100.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yjx120921's solution](#)

101.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[yjx120921's solution](#)

102.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2024-05-14 · last AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[yjx120921's solution](#)

103.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[yjx120921's solution](#)

104.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yjx120921's solution](#)

105.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,530 global accepts · Rating: 1200 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[yjx120921's solution](#)

106.

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yjx120921's solution](#)

107.

2211C1

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

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[yjx120921's solution](#)

108.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,082 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[yjx120921's solution](#)

109.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[yjx120921's solution](#)

110.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[yjx120921's solution](#)

111.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[yjx120921's solution](#)

112.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[yjx120921's solution](#)

113.

2150A

[Incremental Path](#) · [Tutorial](#)

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

implementation

[yjx120921's solution](#)

114.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yjx120921's solution](#)

115.

2129A

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

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

[yjx120921's solution](#)

116.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[yjx120921's solution](#)

117.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yjx120921's solution](#)

118.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[yjx120921's solution](#)

119.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yjx120921's solution](#)

120.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yjx120921's solution](#)

121.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[yjx120921's solution](#)

122.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · last AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yjx120921's solution](#)

123.

1981B

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

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-05-31 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[vjx120921's solution](#)

124.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[vjx120921's solution](#)

125.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[vjx120921's solution](#)

126.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[vjx120921's solution](#)

127.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[vjx120921's solution](#)

128.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[vjx120921's solution](#)

129.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,793 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[vjx120921's solution](#)

130.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings
[vjx120921's solution](#)

131.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[vjx120921's solution](#)

132.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[vjx120921's solution](#)

133.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[yjx120921's solution](#)

134.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[yjx120921's solution](#)

135.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[yjx120921's solution](#)

136.

2183D1

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

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

[yjx120921's solution](#)

137.

2183C

[War Strategy](#) · [Tutorial](#)

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

[yjx120921's solution](#)

138.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[yjx120921's solution](#)

139.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,825 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[yjx120921's solution](#)

140.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[yjx120921's solution](#)

141.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[yjx120921's solution](#)

142.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yjx120921's solution](#)

143.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[yjsx120921's solution](#)

144.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[yjsx120921's solution](#)

145.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[yjsx120921's solution](#)

146.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[yjsx120921's solution](#)

147.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[yjsx120921's solution](#)

148.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[yjsx120921's solution](#)

149.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[yjsx120921's solution](#)

150.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[yjsx120921's solution](#)

151.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[yjsx120921's solution](#)

152.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp
[yjsx120921's solution](#)

153.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,197 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[yjx120921's solution](#)

154.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[yjx120921's solution](#)

155.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[yjx120921's solution](#)

156.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[yjx120921's solution](#)

157.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[yjx120921's solution](#)

158.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[yjx120921's solution](#)

159.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,483 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[yjx120921's solution](#)

160.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[yjx120921's solution](#)

161.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[yjx120921's solution](#)

162.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[yjx120921's solution](#)

163.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[yjx120921's solution](#)

164.

2150B

[Grid Counting](#) · [Tutorial](#)

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

[yjx120921's solution](#)

165.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[yjx120921's solution](#)

166.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[yjx120921's solution](#)

167.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yjx120921's solution](#)

168.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[yjx120921's solution](#)

169.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[yjx120921's solution](#)

170.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[yjx120921's solution](#)

171.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[yjx120921's solution](#)

172.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation,

sortings

[yjx120921's solution](#)

173.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[yjx120921's solution](#)

174.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[yjx120921's solution](#)

175.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[yjx120921's solution](#)

176.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[yjx120921's solution](#)

177.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[yjx120921's solution](#)

178.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yjx120921's solution](#)

179.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[yjx120921's solution](#)

180.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yjx120921's solution](#)

181.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[yjx120921's solution](#)

182.

2208D1

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

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[yjx120921's solution](#)

183.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[yjx120921's solution](#)

184.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[yjx120921's solution](#)

185.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[yjx120921's solution](#)

186.

2164D

[Copy String](#) · [Tutorial](#)

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

[yjx120921's solution](#)

187.

2138C1

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

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

[yjx120921's solution](#)

188.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[yjx120921's solution](#)

189.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[yjx120921's solution](#)

190.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[yjx120921's solution](#)

191.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[yjx120921's solution](#)

192.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

implementation, math, two pointers

[yjx120921's solution](#)

193.

2020D

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Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[yjx120921's solution](#)

194.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[yjx120921's solution](#)

195.

2007E

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

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

[yjx120921's solution](#)

196.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yjx120921's solution](#)

197.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[yjx120921's solution](#)

198.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[yjx120921's solution](#)

199.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[yjx120921's solution](#)

200.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[yjx120921's solution](#)

201.

1981C

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

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[yjx120921's solution](#)

202.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yjx120921's solution](#)

203.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[yjx120921's solution](#)

204.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[yjx120921's solution](#)

205.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[yjx120921's solution](#)

206.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[yjx120921's solution](#)

207.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[yjx120921's solution](#)

208.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[yjx120921's solution](#)

209.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[yjx120921's solution](#)

210.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[yjx120921's solution](#)

211.

2138B

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

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[yjx120921's solution](#)

212.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[yjx120921's solution](#)

213.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[yjx120921's solution](#)

214.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

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

[yjx120921's solution](#)

215.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, math

[yjx120921's solution](#)

216.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[yjx120921's solution](#)

217.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[yjx120921's solution](#)

218.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[yjx120921's solution](#)

219.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[yjx120921's solution](#)

220.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[yjx120921's solution](#)

221.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[yjx120921's solution](#)

222.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yjx120921's solution](#)

223.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[yjx120921's solution](#)

224.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yjx120921's solution](#)

225.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yjx120921's solution](#)

226.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[yjx120921's solution](#)

227.

2215B

[RReepeettiittioonn](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[yjx120921's solution](#)

228.

2178E

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

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

[yjx120921's solution](#)

229.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[yjx120921's solution](#)

230.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[yjx120921's solution](#)

231.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[yjx120921's solution](#)

232.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[yjx120921's solution](#)

233.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[yjx120921's solution](#)

234.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yjx120921's solution](#)

235.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[yjx120921's solution](#)

236.

1454E

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

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[yjx120921's solution](#)

237.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[yjx120921's solution](#)

238.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[yjx120921's solution](#)

239.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[yjx120921's solution](#)

240.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[yjx120921's solution](#)

241.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[yjx120921's solution](#)

242.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[yjx120921's solution](#)

243.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[yjx120921's solution](#)

244.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[yjx120921's solution](#)

245.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
[yjx120921's solution](#)

246.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[yjx120921's solution](#)

247.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[yjx120921's solution](#)

248.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees
[yjx120921's solution](#)

249.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[yjx120921's solution](#)

250.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[yjx120921's solution](#)

251.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory
[yjx120921's solution](#)

252.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[yjx120921's solution](#)

253.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[yjx120921's solution](#)

254.

2150C

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Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[yjx120921's solution](#)

255.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[yjx120921's solution](#)

256.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yjx120921's solution](#)

257.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[yjx120921's solution](#)

258.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yjx120921's solution](#)

259.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2024-08-18 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[yjx120921's solution](#)

260.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yjx120921's solution](#)

261.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[yjx120921's solution](#)

262.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[yjx120921's solution](#)

263.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[yjx120921's solution](#)

264.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,593 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[yjx120921's solution](#)

265.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2200 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[yjx120921's solution](#)

266.

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[yjx120921's solution](#)

267.

2178F

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

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

[yjx120921's solution](#)

268.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[yjx120921's solution](#)

269.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[yjx120921's solution](#)

270.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[yjx120921's solution](#)

271.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yjx120921's solution](#)

272.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[yjx120921's solution](#)

273.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[yjx120921's solution](#)

274.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[yjx120921's solution](#)

275.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yjx120921's solution](#)

276.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[yjx120921's solution](#)

277.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[yjx120921's solution](#)

278.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[yjx120921's solution](#)

279.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[yjx120921's solution](#)

280.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yjx120921's solution](#)

281.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[yjx120921's solution](#)

282.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths
[yjx120921's solution](#)

283.

1581E

[Train Maintenance](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[yjx120921's solution](#)

284.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[yjx120921's solution](#)

285.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[yjx120921's solution](#)

286.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings
[yjx120921's solution](#)

287.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
[yjx120921's solution](#)

288.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[yjx120921's solution](#)

289.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[yjx120921's solution](#)

290.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[yjx120921's solution](#)

291.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[yjx120921's solution](#)

292.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[yjx120921's solution](#)

293.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[yjx120921's solution](#)

294.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[yjx120921's solution](#)

295.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[yjx120921's solution](#)

296.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[yjx120921's solution](#)

297.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2025-04-04 · last AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[yjx120921's solution](#)

298.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[yjx120921's solution](#)

299.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[yjx120921's solution](#)

300.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[yjx120921's solution](#)

301.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy,

math

[yjx120921's solution](#)

302.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[yjx120921's solution](#)

303.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[yjx120921's solution](#)

304.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[yjx120921's solution](#)

305.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[yjx120921's solution](#)

306.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[yjx120921's solution](#)

307.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[yjx120921's solution](#)

308.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[yjx120921's solution](#)

309.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[yjx120921's solution](#)

310.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[yjx120921's solution](#)

311.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[yjx120921's solution](#)

312.

1973D

[Cat, Fox and Maximum Array Split](#) · Tutorial

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[yjx120921's solution](#)

313.

990G

[GCD Counting](#) · Tutorial

Quality: 2,305 global accepts · Rating: 2400 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[yjx120921's solution](#)

314.

2211F

[Learning Binary Search](#) · Tutorial

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[yjx120921's solution](#)

315.

1000F

[One Occurrence](#) · Tutorial

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[yjx120921's solution](#)

316.

1083E

[The Fair Nut and Rectangles](#) · Tutorial

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[yjx120921's solution](#)

317.

449D

[Jzzhu and Numbers](#) · Tutorial

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[yjx120921's solution](#)

318.

865D

[Buy Low Sell High](#) · Tutorial

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[yjx120921's solution](#)

319.

342E

[Xenia and Tree](#) · Tutorial

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[yjx120921's solution](#)

320.

2176F

[Omega Numbers](#) · Tutorial

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[yjx120921's solution](#)

321.

2176E

[Remove at the lowest cost](#) · Tutorial

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[yjx120921's solution](#)

322.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[yjx120921's solution](#)

323.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[yjx120921's solution](#)

324.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[yjx120921's solution](#)

325.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[yjx120921's solution](#)

326.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yjx120921's solution](#)

327.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[yjx120921's solution](#)

328.

979E

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

Quality: 908 global accepts · Rating: 2400 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yjx120921's solution](#)

329.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[yjx120921's solution](#)

330.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[yjx120921's solution](#)

331.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[yjx120921's solution](#)

332.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yjx120921's solution](#)

333.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[yjx120921's solution](#)

334.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[yjx120921's solution](#)

335.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[yjx120921's solution](#)

336.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[yjx120921's solution](#)

337.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[yjx120921's solution](#)

338.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[yjx120921's solution](#)

339.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[yjx120921's solution](#)

340.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[yjx120921's solution](#)

341.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yjx120921's solution](#)

342.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[yjx120921's solution](#)

343.

939F

[Cutlet · Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[yjx120921's solution](#)

344.

997C

[Sky Full of Stars · Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[yjx120921's solution](#)

345.

1043F

[Make It One · Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[yjx120921's solution](#)

346.

2211E

[Minimum Path Cover · Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[yjx120921's solution](#)

347.

55D

[Beautiful numbers · Tutorial](#)

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[yjx120921's solution](#)

348.

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[yjx120921's solution](#)

349.

1814D

[Balancing Weapons · Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[yjx120921's solution](#)

350.

2190D

[Prufer Vertex · Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[yjx120921's solution](#)

351.

2183F

[Jumping Man · Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and

similar, dp, trees

[yjx120921's solution](#)

352.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2026-01-07 · last AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[yjx120921's solution](#)

353.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[yjx120921's solution](#)

354.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[yjx120921's solution](#)

355.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[yjx120921's solution](#)

356.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2025-02-02 · last AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[yjx120921's solution](#)

357.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[yjx120921's solution](#)

358.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[yjx120921's solution](#)

359.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[yjx120921's solution](#)

360.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math

[yjx120921's solution](#)

361.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[yjx120921's solution](#)

362.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[yjx120921's solution](#)

363.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[yjx120921's solution](#)

364.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[yjx120921's solution](#)

365.

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp
[yjx120921's solution](#)

366.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees
[yjx120921's solution](#)

367.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[yjx120921's solution](#)

368.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
[yjx120921's solution](#)

369.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees
[yjx120921's solution](#)

370.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices
[yjx120921's solution](#)

371.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings
[yjx120921's solution](#)

372.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[yjx120921's solution](#)

373.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yjx120921's solution](#)

374.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[yjx120921's solution](#)

375.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[yjx120921's solution](#)

376.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[yjx120921's solution](#)

377.

3D

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

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[yjx120921's solution](#)

378.

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[yjx120921's solution](#)

379.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[yjx120921's solution](#)

380.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[yjx120921's solution](#)

381.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities
[yjx120921's solution](#)

382.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[yjx120921's solution](#)

383.

2150E1

[Hidden Single \(Version 1\) · Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[yjx120921's solution](#)

384.

724G

[Xor-matic Number of the Graph · Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[yjx120921's solution](#)

385.

917D

[Stranger Trees · Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[yjx120921's solution](#)

386.

2138D

[Antiamuny and Slider Movement · Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[yjx120921's solution](#)

387.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[yjx120921's solution](#)

388.

662C

[Binary Table · Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[yjx120921's solution](#)

389.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[yjx120921's solution](#)

390.

436E

[Cardboard Box · Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[yjx120921's solution](#)

391.

2064F

[We Be Summing · Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[yjx120921's solution](#)

392.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[yjx120921's solution](#)

393.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[yjx120921's solution](#)

394.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yjx120921's solution](#)

395.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[yjx120921's solution](#)

396.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[yjx120921's solution](#)

397.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[yjx120921's solution](#)

398.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[yjx120921's solution](#)

399.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[yjx120921's solution](#)

400.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[yjx120921's solution](#)

401.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[yjx120921's solution](#)

402.

1581D

[Mathematics Curriculum](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yjx120921's solution](#)

403.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2700 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[yjx120921's solution](#)

404.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[yjx120921's solution](#)

405.

2208E

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[yjx120921's solution](#)

406.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[yjx120921's solution](#)

407.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[yjx120921's solution](#)

408.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[yjx120921's solution](#)

409.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yjx120921's solution](#)

410.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[yjx120921's solution](#)

411.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[yjx120921's solution](#)

412.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[yjx120921's solution](#)

413.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[yjx120921's solution](#)

414.

778D

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

Quality: 589 global accepts · Rating: 2700 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yjx120921's solution](#)

415.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[yjx120921's solution](#)

416.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[yjx120921's solution](#)

417.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[yjx120921's solution](#)

418.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[yjx120921's solution](#)

419.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[yjx120921's solution](#)

420.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yjx120921's solution](#)

421.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[yjx120921's solution](#)

422.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[yjx120921's solution](#)

423.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[yjx120921's solution](#)

424.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yjx120921's solution](#)

425.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat

[yjx120921's solution](#)

426.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yjx120921's solution](#)

427.

2215D

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

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[yjx120921's solution](#)

428.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: flows

[yjx120921's solution](#)

429.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2026-01-05 · last AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[yjx120921's solution](#)

430.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[yjx120921's solution](#)

431.

2178G

[deCH OR Dations](#) · [Tutorial](#)

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

[yjx120921's solution](#)

432.

2180F1

[Control Car \(Easy Version\) · Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[yjx120921's solution](#)

433.

1442D

[Sum · Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[yjx120921's solution](#)

434.

601E

[A Museum Robbery · Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[yjx120921's solution](#)

435.

1697F

[Too Many Constraints · Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation
[yjx120921's solution](#)

436.

521D

[Shop · Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[yjx120921's solution](#)

437.

555E

[Case of Computer Network · Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2024-09-06 · last AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[yjx120921's solution](#)

438.

1039D

[You Are Given a Tree · Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[yjx120921's solution](#)

439.

1765I

[Infinite Chess · Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, shortest paths
[yjx120921's solution](#)

440.

547E

[Mike and Friends · Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees
[yjx120921's solution](#)

441.

613D

[Kingdom and its Cities · Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[yjx120921's solution](#)

442.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yjx120921's solution](#)

443.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation

[yjx120921's solution](#)

444.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[yjx120921's solution](#)

445.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[yjx120921's solution](#)

446.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2026-04-16 · last AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[yjx120921's solution](#)

447.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[yjx120921's solution](#)

448.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[yjx120921's solution](#)

449.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[yjx120921's solution](#)

450.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[yjx120921's solution](#)

451.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[yjx120921's solution](#)

452.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[yjx120921's solution](#)

453.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[yjx120921's solution](#)

454.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[yjx120921's solution](#)

455.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, matrices
[yjx120921's solution](#)

456.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, matrices
[yjx120921's solution](#)

457.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[yjx120921's solution](#)

458.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive
[yjx120921's solution](#)

459.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[yjx120921's solution](#)

460.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yjx120921's solution](#)

461.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[yjx120921's solution](#)

462.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[yjx120921's solution](#)

463.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[yjx120921's solution](#)

464.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[yjx120921's solution](#)

465.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[yjx120921's solution](#)

466.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[yjx120921's solution](#)

467.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[yjx120921's solution](#)

468.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[yjx120921's solution](#)

469.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[yjx120921's solution](#)

470.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[yjx120921's solution](#)

471.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[yjx120921's solution](#)

472.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[yjx120921's solution](#)

473.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2026-02-28 · last AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[vjx120921's solution](#)

474.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2025-01-27 · last AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[vjx120921's solution](#)

475.

1163F

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

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-12-25 · last AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[vjx120921's solution](#)

476.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2025-11-05 · last AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[vjx120921's solution](#)

477.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[vjx120921's solution](#)

478.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[vjx120921's solution](#)

479.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy

[vjx120921's solution](#)

480.

453D

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

Quality: 578 global accepts · Rating: 3000 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[vjx120921's solution](#)

481.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[vjx120921's solution](#)

482.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[vjx120921's solution](#)

483.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[yjx120921's solution](#)

484.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
[yjx120921's solution](#)

485.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
[yjx120921's solution](#)

486.

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[yjx120921's solution](#)

487.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[yjx120921's solution](#)

488.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[yjx120921's solution](#)

489.

185E

[Soap Time! - 2](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[yjx120921's solution](#)

490.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[yjx120921's solution](#)

491.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[yjx120921's solution](#)

492.

1229E1

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

Rating: 3100 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities
[yjx120921's solution](#)

493.

1210F1

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

Quality: 351 global accepts · Rating: 3100 · first AC: 2026-03-16 · last AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities
[yjx120921's solution](#)

494.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[yjx120921's solution](#)

495.

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[yjx120921's solution](#)

496.

963E

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

Quality: 651 global accepts · Rating: 3100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[yjx120921's solution](#)

497.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[yjx120921's solution](#)

498.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[yjx120921's solution](#)

499.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2024-09-18 · last AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yjx120921's solution](#)

500.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[yjx120921's solution](#)

501.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[yjx120921's solution](#)

502.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yjx120921's solution](#)

503.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search

[yjx120921's solution](#)

504.

1948G

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

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[yjx120921's solution](#)

505.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[yjx120921's solution](#)

506.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-09-08 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[yjx120921's solution](#)

507.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[yjx120921's solution](#)

508.

1229E2

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

Rating: 3200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[yjx120921's solution](#)

509.

1210F2

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

Quality: 430 global accepts · Rating: 3200 · first AC: 2026-03-16 · last AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[yjx120921's solution](#)

510.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-12-16 · last AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[yjx120921's solution](#)

511.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[yjx120921's solution](#)

512.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2026-01-09 · last AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[yjx120921's solution](#)

513.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, graphs, math

[yjx120921's solution](#)

514.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[yjx120921's solution](#)

515.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[yjx120921's solution](#)

516.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp
[yjx120921's solution](#)

517.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yjx120921's solution](#)

518.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[yjx120921's solution](#)

519.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[yjx120921's solution](#)

520.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings
[yjx120921's solution](#)

521.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[yjx120921's solution](#)

522.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2026-03-02 · last AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees
[yjx120921's solution](#)

523.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2025-09-21 · last AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
[yjx120921's solution](#)

524.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing
[yjx120921's solution](#)

525.

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[yjx120921's solution](#)

526.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[yjx120921's solution](#)

527.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing

[yjx120921's solution](#)

528.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[yjx120921's solution](#)

529.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2025-11-21 · last AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[yjx120921's solution](#)

530.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[yjx120921's solution](#)

531.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[yjx120921's solution](#)

532.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-02-20 · last AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[yjx120921's solution](#)

533.

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yjx120921's solution](#)

534.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[yjx120921's solution](#)

535.

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute

force, dp, dsu, graphs

[yjx120921's solution](#)

536.

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[yjx120921's solution](#)

537.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[yjx120921's solution](#)

538.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yjx120921's solution](#)

539.

2222D

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

Quality: 3,174 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[yjx120921's solution](#)

540.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[yjx120921's solution](#)

541.

2222B

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

Quality: 7,259 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[yjx120921's solution](#)

542.

2222A

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

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[yjx120921's solution](#)

543.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[yjx120921's solution](#)

544.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[yjx120921's solution](#)

545.

2225D

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

Quality: 6,597 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[yjx120921's solution](#)

546.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,306 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[yjx120921's solution](#)

547.

2225B

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

Quality: 14,109 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[yjx120921's solution](#)

548.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,640 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[yjx120921's solution](#)

549.

2219D

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

Quality: 428 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees
[yjx120921's solution](#)

550.

2219C

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

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[yjx120921's solution](#)

551.

2219B2

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

Quality: 3,204 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[yjx120921's solution](#)

552.

2219B1

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

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[yjx120921's solution](#)

553.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,979 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[yjx120921's solution](#)

554.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[yjx120921's solution](#)

555.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[yjx120921's solution](#)

556.

105911M

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