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Unique solved — ylzxxx7

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

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Count: 360

- 1.**
2178A
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Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[ylzxxx7's solution](#)
- 2.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
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- 3.**
2110A
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Quality: 29,826 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
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- 4.**
2109A
[It's Time To Duel](#) · [Tutorial](#)
Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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- 5.**
2108A
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- 6.**
1998A
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- 7.**
2104A
[Three Decks](#) · [Tutorial](#)
Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
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- 8.**
2106A
[Dr. TC](#) · [Tutorial](#)
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- 9.**
2103A
[Common Multiple](#) · [Tutorial](#)
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10.

2096A

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11.

2064A

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12.

2043A

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13.

2050A

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14.

2047A

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15.

2042A

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16.

2030B

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17.

2030A

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18.

1660A

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19.

2009B

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Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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20.

2009A

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21.

1688B

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22.

1688A

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23.

1994A

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24.

1977A

[Little Nikita](#) · [Tutorial](#)

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25.

2178B

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[ylzxxx7's solution](#)

26.

2157B

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27.

2110B

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[ylzxxx7's solution](#)

28.

2106B

[St. Chroma](#) · [Tutorial](#)

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[ylzxxx7's solution](#)

29.

2047B

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

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[ylzxxx7's solution](#)

30.

2042B

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[ylzxxx7's solution](#)

31.

1496A

[Split it!](#) · [Tutorial](#)

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[ylzxxx7's solution](#)

32.

2147B

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33.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ylzxxx7's solution](#)

34.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ylzxxx7's solution](#)

35.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ylzxxx7's solution](#)

36.

2138A

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[ylzxxx7's solution](#)

37.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[ylzxxx7's solution](#)

38.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ylzxxx7's solution](#)

39.

2096B

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Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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40.

2064B

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[ylzxxx7's solution](#)

- 41.**
2043B
[Digits](#) · [Tutorial](#)
Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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- 42.**
2050B
[Transfusion](#) · [Tutorial](#)
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[ylzxxx7's solution](#)
- 43.**
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
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- 44.**
245B
[Internet Address](#) · [Tutorial](#)
Quality: 5,520 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ylzxxx7's solution](#)
- 45.**
1602B
[Divine Array](#) · [Tutorial](#)
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[ylzxxx7's solution](#)
- 46.**
785B
[Anton and Classes](#) · [Tutorial](#)
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[ylzxxx7's solution](#)
- 47.**
2009C
[The Legend of Freya the Frog](#) · [Tutorial](#)
Quality: 33,009 global accepts · Rating: 1100 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ylzxxx7's solution](#)
- 48.**
1832B
[Maximum Sum](#) · [Tutorial](#)
Quality: 35,485 global accepts · Rating: 1100 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers
[ylzxxx7's solution](#)
- 49.**
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
[ylzxxx7's solution](#)
- 50.**
2109B
[Slice to Survive](#) · [Tutorial](#)
Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[ylzxxx7's solution](#)
- 51.**
2050C
[Uninteresting Number](#) · [Tutorial](#)
Quality: 24,998 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[ylzxxx7's solution](#)

52.

2047C

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

Quality: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ylzxxx7's solution](#)

53.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[ylzxxx7's solution](#)

54.

803B

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Quality: 7,578 global accepts · Rating: 1200 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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55.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ylzxxx7's solution](#)

56.

2165A

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Quality: 14,105 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ylzxxx7's solution](#)

57.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ylzxxx7's solution](#)

58.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

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59.

2064C

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[ylzxxx7's solution](#)

60.

2050D

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61.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,993 global accepts · Rating: 1300 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

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62.

189A

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Quality: 80,869 global accepts · Rating: 1300 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[ylzxxx7's solution](#)

63.

2157C

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Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ylzxxx7's solution](#)

64.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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65.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[ylzxxx7's solution](#)

66.

2097A

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Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
[ylzxxx7's solution](#)

67.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,730 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[ylzxxx7's solution](#)

68.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[ylzxxx7's solution](#)

69.

2009D

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

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[ylzxxx7's solution](#)

70.

2009E

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

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[ylzxxx7's solution](#)

71.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[ylzxxx7's solution](#)

72.

1904C

[Array Game](#) · [Tutorial](#)

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73.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[ylzxxx7's solution](#)

74.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[ylzxxx7's solution](#)

75.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,499 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[ylzxxx7's solution](#)

76.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

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77.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ylzxxx7's solution](#)

78.

873B

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

Quality: 9,109 global accepts · Rating: 1500 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

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79.

231B

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80.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[ylzxxx7's solution](#)

81.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ylzxxx7's solution](#)

82.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ylzxxx7's solution](#)

83.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[ylzxxx7's solution](#)

84.

2157D

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

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

[ylzxxx7's solution](#)

85.

1861C

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

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[ylzxxx7's solution](#)

86.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[ylzxxx7's solution](#)

87.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[ylzxxx7's solution](#)

88.

2047D

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

Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[ylzxxx7's solution](#)

89.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[ylzxxx7's solution](#)

90.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ylzxxx7's solution](#)

91.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing

[ylzxxx7's solution](#)

92.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ylzxxx7's solution](#)

93.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ylzxxx7's solution](#)

94.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-20 · last AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[ylzxxx7's solution](#)

95.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[ylzxxx7's solution](#)

96.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ylzxxx7's solution](#)

97.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ylzxxx7's solution](#)

98.

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

[ylzxxx7's solution](#)

99.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ylzxxx7's solution](#)

100.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-28 · last AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[ylzxxx7's solution](#)

101.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[ylzxxx7's solution](#)

102.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ylzxxx7's solution](#)

103.

2096C

[Wonderful City · Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ylzxxx7's solution](#)

104.

219D

[Choosing Capital for Treeland · Tutorial](#)

Quality: 12,487 global accepts · Rating: 1700 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ylzxxx7's solution](#)

105.

2050F

[Maximum modulo equality · Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[ylzxxx7's solution](#)

106.

1365D

[Solve The Maze · Tutorial](#)

Quality: 20,817 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[ylzxxx7's solution](#)

107.

1209D

[Cow and Snacks · Tutorial](#)

Quality: 10,727 global accepts · Rating: 1700 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ylzxxx7's solution](#)

108.

1204C

[Anna, Svyatoslav and Maps · Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[ylzxxx7's solution](#)

109.

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

[ylzxxx7's solution](#)

110.

1000C

[Covered Points Count · Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[ylzxxx7's solution](#)

111.

1361A

[Johnny and Contribution · Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[ylzxxx7's solution](#)

112.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, meet-in-the-middle
[ylzxxx7's solution](#)

113.

2009F

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

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-06 · last AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math
[ylzxxx7's solution](#)

114.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation, math
[ylzxxx7's solution](#)

115.

1879D

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

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[ylzxxx7's solution](#)

116.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[ylzxxx7's solution](#)

117.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,895 global accepts · Rating: 1700 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers
[ylzxxx7's solution](#)

118.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[ylzxxx7's solution](#)

119.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[ylzxxx7's solution](#)

120.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[ylzxxx7's solution](#)

121.

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
[ylzxxx7's solution](#)

122.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[ylzxxx7's solution](#)

123.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[ylzxxx7's solution](#)

124.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[ylzxxx7's solution](#)

125.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[ylzxxx7's solution](#)

126.

2043D

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

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[ylzxxx7's solution](#)

127.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ylzxxx7's solution](#)

128.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[ylzxxx7's solution](#)

129.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[ylzxxx7's solution](#)

130.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ylzxxx7's solution](#)

131.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[ylzxxx7's solution](#)

132.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[ylzxxx7's solution](#)

133.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[ylzxxx7's solution](#)

134.

988D

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

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ylzxxx7's solution](#)

135.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[ylzxxx7's solution](#)

136.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ylzxxx7's solution](#)

137.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,907 global accepts · Rating: 1800 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[ylzxxx7's solution](#)

138.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[ylzxxx7's solution](#)

139.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[ylzxxx7's solution](#)

140.

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

[ylzxxx7's solution](#)

141.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ylzxxx7's solution](#)

142.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[ylzxxx7's solution](#)

143.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,421 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[ylzxxx7's solution](#)

144.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[ylzxxx7's solution](#)

145.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[ylzxxx7's solution](#)

146.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ylzxxx7's solution](#)

147.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[ylzxxx7's solution](#)

148.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ylzxxx7's solution](#)

149.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ylzxxx7's solution](#)

150.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[ylzxxx7's solution](#)

151.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[ylzxxx7's solution](#)

152.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ylzxxx7's solution](#)

153.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ylzxxx7's solution](#)

154.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[ylzxxx7's solution](#)

155.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[ylzxxx7's solution](#)

156.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,373 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ylzxxx7's solution](#)

157.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ylzxxx7's solution](#)

158.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[ylzxxx7's solution](#)

159.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ylzxxx7's solution](#)

160.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ylzxxx7's solution](#)

161.

2201C

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

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[ylzxxx7's solution](#)

162.

2178E

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

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[ylzxxx7's solution](#)

163.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[ylzxxx7's solution](#)

164.

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

[ylzxxx7's solution](#)

165.

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[ylzxxx7's solution](#)

166.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[ylzxxx7's solution](#)

167.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ylzxxx7's solution](#)

168.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ylzxxx7's solution](#)

169.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ylzxxx7's solution](#)

170.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[ylzxxx7's solution](#)

171.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ylzxxx7's solution](#)

172.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[ylzxxx7's solution](#)

173.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[ylzxxx7's solution](#)

174.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[ylzxxx7's solution](#)

175.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[ylzxxx7's solution](#)

176.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ylzxxx7's solution](#)

177.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[ylzxxx7's solution](#)

178.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[ylzxxx7's solution](#)

179.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[ylzxxx7's solution](#)

180.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-05-15 · last AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[ylzxxx7's solution](#)

181.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[ylzxxx7's solution](#)

182.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[ylzxxx7's solution](#)

183.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ylzxxx7's solution](#)

184.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[ylzxxx7's solution](#)

185.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ylzxxx7's solution](#)

186.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ylzxxx7's solution](#)

187.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ylzxxx7's solution](#)

188.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[ylzxxx7's solution](#)

189.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[ylzxxx7's solution](#)

190.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[ylzxxx7's solution](#)

191.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, sortings, trees

[ylzxxx7's solution](#)

192.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees

[ylzxxx7's solution](#)

193.

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ylzxxx7's solution](#)

194.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[ylzxxx7's solution](#)

195.

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, implementation

[ylzxxx7's solution](#)

196.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[ylzxxx7's solution](#)

197.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ylzxxx7's solution](#)

198.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ylzxxx7's solution](#)

199.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ylzxxx7's solution](#)

200.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ylzxxx7's solution](#)

201.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[ylzxxx7's solution](#)

202.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[ylzxxx7's solution](#)

203.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[ylzxxx7's solution](#)

204.

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

[ylzxxx7's solution](#)

205.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[ylzxxx7's solution](#)

206.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[ylzxxx7's solution](#)

207.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[ylzxxx7's solution](#)

208.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[ylzxxx7's solution](#)

209.

650C

[Table Compression](#) · [Tutorial](#)

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[ylzxxx7's solution](#)

210.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[ylzxxx7's solution](#)

211.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[ylzxxx7's solution](#)

212.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[ylzxxx7's solution](#)

213.

1100E

[Andrew and Taxi · Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs

[ylzxxx7's solution](#)

214.

301D

[Yaroslav and Divisors · Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2025-03-13 · last AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ylzxxx7's solution](#)

215.

351E

[Jeff and Permutation · Tutorial](#)

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ylzxxx7's solution](#)

216.

1154G

[Minimum Possible LCM · Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[ylzxxx7's solution](#)

217.

1065D

[Three Pieces · Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[ylzxxx7's solution](#)

218.

255E

[Furlo and Rublo and Game · Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, math

[ylzxxx7's solution](#)

219.

1635E

[Cars · Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[ylzxxx7's solution](#)

220.

65D

[Harry Potter and the Sorting Hat · Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, hashing

[ylzxxx7's solution](#)

221.

1184C2

[Heidi and the Turing Test \(Medium\) · Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ylzxxx7's solution](#)

222.

144E

[Competition · Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[ylzxxx7's solution](#)

223.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[ylzxxx7's solution](#)

224.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ylzxxx7's solution](#)

225.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[ylzxxx7's solution](#)

226.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[ylzxxx7's solution](#)

227.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ylzxxx7's solution](#)

228.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[ylzxxx7's solution](#)

229.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, trees

[ylzxxx7's solution](#)

230.

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[ylzxxx7's solution](#)

231.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[ylzxxx7's solution](#)

232.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graph matchings,

math

[ylzxxx7's solution](#)

233.

2101C

[23 Kingdom](#) · [Tutorial](#)

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

[ylzxxx7's solution](#)

234.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[ylzxxx7's solution](#)

235.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[ylzxxx7's solution](#)

236.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ylzxxx7's solution](#)

237.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[ylzxxx7's solution](#)

238.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ylzxxx7's solution](#)

239.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[ylzxxx7's solution](#)

240.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[ylzxxx7's solution](#)

241.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[ylzxxx7's solution](#)

242.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, greedy

[ylzxxx7's solution](#)

243.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · last AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[ylzxxx7's solution](#)

244.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[ylzxxx7's solution](#)

245.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, ternary search

[ylzxxx7's solution](#)

246.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[ylzxxx7's solution](#)

247.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[ylzxxx7's solution](#)

248.

366E

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

Quality: 844 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ylzxxx7's solution](#)

249.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[ylzxxx7's solution](#)

250.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ylzxxx7's solution](#)

251.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ylzxxx7's solution](#)

252.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ylzxxx7's solution](#)

253.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[ylzxxx7's solution](#)

254.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[ylzxxx7's solution](#)

255.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
[ylzxxx7's solution](#)

256.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: flows
[ylzxxx7's solution](#)

257.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[ylzxxx7's solution](#)

258.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers
[ylzxxx7's solution](#)

259.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees
[ylzxxx7's solution](#)

260.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[ylzxxx7's solution](#)

261.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[ylzxxx7's solution](#)

262.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[ylzxxx7's solution](#)

263.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[ylzxxx7's solution](#)

264.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ylzxxx7's solution](#)

265.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[ylzxxx7's solution](#)

266.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[ylzxxx7's solution](#)

267.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[ylzxxx7's solution](#)

268.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[ylzxxx7's solution](#)

269.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[ylzxxx7's solution](#)

270.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ylzxxx7's solution](#)

271.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[ylzxxx7's solution](#)

272.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2200 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[ylzxxx7's solution](#)

273.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ylzxxx7's solution](#)

274.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ylzxxx7's solution](#)

275.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ylzxxx7's solution](#)

276.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[ylzxxx7's solution](#)

277.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[ylzxxx7's solution](#)

278.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[ylzxxx7's solution](#)

279.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[ylzxxx7's solution](#)

280.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ylzxxx7's solution](#)

281.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2025-04-18 · last AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths

[ylzxxx7's solution](#)

282.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[ylzxxx7's solution](#)

283.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2025-04-18 · last AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[ylzxxx7's solution](#)

284.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-06-14 · last AC: 2025-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[ylzxxx7's solution](#)

285.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ylzxxx7's solution](#)

286.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ylzxxx7's solution](#)

287.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ylzxxx7's solution](#)

288.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[ylzxxx7's solution](#)

289.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[ylzxxx7's solution](#)

290.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[ylzxxx7's solution](#)

291.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ylzxxx7's solution](#)

292.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ylzxxx7's solution](#)

293.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ylzxxx7's solution](#)

294.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ylzxxx7's solution](#)

295.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[ylzxxx7's solution](#)

296.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ylzxxx7's solution](#)

297.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2026-01-18 · last AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[ylzxxx7's solution](#)

298.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[ylzxxx7's solution](#)

299.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[ylzxxx7's solution](#)

300.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[ylzxxx7's solution](#)

301.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[ylzxxx7's solution](#)

302.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[ylzxxx7's solution](#)

303.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[ylzxxx7's solution](#)

304.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[ylzxxx7's solution](#)

305.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[ylzxxx7's solution](#)

306.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ylzxxx7's solution](#)

307.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[ylzxxx7's solution](#)

308.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, trees

[ylzxxx7's solution](#)

309.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ylzxxx7's solution](#)

310.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ylzxxx7's solution](#)

311.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[ylzxxx7's solution](#)

312.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ylzxxx7's solution](#)

313.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ylzxxx7's solution](#)

314.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, trees
[ylzxxx7's solution](#)

315.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar
[ylzxxx7's solution](#)

316.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs
[ylzxxx7's solution](#)

317.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[ylzxxx7's solution](#)

318.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
[ylzxxx7's solution](#)

319.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
[ylzxxx7's solution](#)

320.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[ylzxxx7's solution](#)

321.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[ylzxxx7's solution](#)

322.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees
[ylzxxx7's solution](#)

323.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation
[ylzxxx7's solution](#)

324.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ylzxxx7's solution](#)

325.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[ylzxxx7's solution](#)

326.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[ylzxxx7's solution](#)

327.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ylzxxx7's solution](#)

328.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[ylzxxx7's solution](#)

329.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[ylzxxx7's solution](#)

330.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ylzxxx7's solution](#)

331.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[ylzxxx7's solution](#)

332.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[ylzxxx7's solution](#)

333.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[ylzxxx7's solution](#)

334.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[ylzxxx7's solution](#)

335.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math
[ylzxxx7's solution](#)

336.

896C

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

Quality: 4,435 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[ylzxxx7's solution](#)

337.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[ylzxxx7's solution](#)

338.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing
[ylzxxx7's solution](#)

339.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[ylzxxx7's solution](#)

340.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs
[ylzxxx7's solution](#)

341.

1270G

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

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[ylzxxx7's solution](#)

342.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[ylzxxx7's solution](#)

343.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[ylzxxx7's solution](#)

344.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[ylzxxx7's solution](#)

345.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2024-05-10 · last AC: 2024-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ylzxxx7's solution](#)

346.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation

[ylzxxx7's solution](#)

347.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ylzxxx7's solution](#)

348.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[ylzxxx7's solution](#)

349.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[ylzxxx7's solution](#)

350.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[ylzxxx7's solution](#)

351.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2025-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[ylzxxx7's solution](#)

352.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[ylzxxx7's solution](#)

353.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ylzxxx7's solution](#)

354.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[ylzxxx7's solution](#)

355.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ylzxxx7's solution](#)

356.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[ylzxxx7's solution](#)

357.

1034D

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

Quality: 587 global accepts · Rating: 3500 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[ylzxxx7's solution](#)

358.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[ylzxxx7's solution](#)

359.

104053J

[Math Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · last AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[ylzxxx7's solution](#)

360.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[ylzxxx7's solution](#)