

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

# Unique solved — yuan-shen

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

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

Filters: none

Count: 1,324

1.

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[yuan-shen's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[yuan-shen's solution](#)

3.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yuan-shen's solution](#)

4.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[yuan-shen's solution](#)

5.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[yuan-shen's solution](#)

6.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

7.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[yuan-shen's solution](#)

8.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[yuan-shen's solution](#)

9.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[yuan-shen's solution](#)

**10.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**11.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[yuan-shen's solution](#)

**12.**

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[yuan-shen's solution](#)

**13.**

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[yuan-shen's solution](#)

**14.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,917 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

**15.**

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[yuan-shen's solution](#)

**16.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[yuan-shen's solution](#)

**17.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[yuan-shen's solution](#)

**18.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · last AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy  
[yuan-shen's solution](#)

**19.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[yuan-shen's solution](#)

**20.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**21.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[yuan-shen's solution](#)

**22.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**23.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,444 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**24.**

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[yuan-shen's solution](#)

**25.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[yuan-shen's solution](#)

**26.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[yuan-shen's solution](#)

**27.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings  
[yuan-shen's solution](#)

**28.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[yuan-shen's solution](#)

**29.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[yuan-shen's solution](#)

**30.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings  
[yuan-shen's solution](#)

**31.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**32.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[yuan-shen's solution](#)

**33.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**34.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[yuan-shen's solution](#)

**35.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[yuan-shen's solution](#)

**36.**

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,352 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[yuan-shen's solution](#)

**37.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[yuan-shen's solution](#)

**38.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

[yuan-shen's solution](#)

**39.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**40.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[yuan-shen's solution](#)

**41.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yuan-shen's solution](#)

42.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,301 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

43.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[yuan-shen's solution](#)

44.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,093 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[yuan-shen's solution](#)

45.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings  
[yuan-shen's solution](#)

46.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings  
[yuan-shen's solution](#)

47.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,748 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory  
[yuan-shen's solution](#)

48.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math  
[yuan-shen's solution](#)

49.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: math  
[yuan-shen's solution](#)

50.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

51.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[yuan-shen's solution](#)

52.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,102 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[yuan-shen's solution](#)

**53.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math  
[yuan-shen's solution](#)

**54.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**55.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,667 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[yuan-shen's solution](#)

**56.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[yuan-shen's solution](#)

**57.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers  
[yuan-shen's solution](#)

**58.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,992 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[yuan-shen's solution](#)

**59.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,692 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[yuan-shen's solution](#)

**60.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[yuan-shen's solution](#)

**61.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**62.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[yuan-shen's solution](#)

- 63.**  
1858A  
[Buttons](#) · [Tutorial](#)  
Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math  
[yuan-shen's solution](#)
- 64.**  
1855A  
[Dalton the Teacher](#) · [Tutorial](#)  
Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)
- 65.**  
1849A  
[Morning Sandwich](#) · [Tutorial](#)  
Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[yuan-shen's solution](#)
- 66.**  
1844A  
[Subtraction Game](#) · [Tutorial](#)  
Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games  
[yuan-shen's solution](#)
- 67.**  
1847A  
[The Man who became a God](#) · [Tutorial](#)  
Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[yuan-shen's solution](#)
- 68.**  
1845A  
[Forbidden Integer](#) · [Tutorial](#)  
Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[yuan-shen's solution](#)
- 69.**  
1842A  
[Tenzing and Tsondu](#) · [Tutorial](#)  
Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math  
[yuan-shen's solution](#)
- 70.**  
1678B1  
[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)  
Quality: 16,610 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[yuan-shen's solution](#)
- 71.**  
1840A  
[Cipher Shifer](#) · [Tutorial](#)  
Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings, two pointers  
[yuan-shen's solution](#)
- 72.**  
1838A  
[Blackboard List](#) · [Tutorial](#)  
Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)
- 73.**  
1839A  
[The Good Array](#) · [Tutorial](#)  
Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[yuan-shen's solution](#)

**74.**

1831A

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

Quality: 46,300 global accepts · Rating: 800 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[yuan-shen's solution](#)

**75.**

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,838 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**76.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

**77.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**78.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**79.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: strings  
[yuan-shen's solution](#)

**80.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**81.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[yuan-shen's solution](#)

**82.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[yuan-shen's solution](#)

**83.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[yuan-shen's solution](#)

**84.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math  
[yuan-shen's solution](#)

**85.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[yuan-shen's solution](#)

**86.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[yuan-shen's solution](#)

**87.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[yuan-shen's solution](#)

**88.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, number theory  
[yuan-shen's solution](#)

**89.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation  
[yuan-shen's solution](#)

**90.**

443A

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

Quality: 112,055 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[yuan-shen's solution](#)

**91.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,451 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[yuan-shen's solution](#)

**92.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings  
[yuan-shen's solution](#)

**93.**

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[yuan-shen's solution](#)

**94.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,929 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force  
[yuan-shen's solution](#)

**95.**

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[yuan-shen's solution](#)

**96.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,529 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[yuan-shen's solution](#)

**97.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[yuan-shen's solution](#)

**98.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[yuan-shen's solution](#)

**99.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,087 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**100.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[yuan-shen's solution](#)

**101.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[yuan-shen's solution](#)

**102.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**103.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[yuan-shen's solution](#)

**104.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[yuan-shen's solution](#)

**105.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**106.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**107.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[yuan-shen's solution](#)

**108.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**109.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: strings

[yuan-shen's solution](#)

**110.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[yuan-shen's solution](#)

**111.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[yuan-shen's solution](#)

**112.**

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,967 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[yuan-shen's solution](#)

**113.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[yuan-shen's solution](#)

**114.**

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**115.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,994 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[yuan-shen's solution](#)

**116.**

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**117.**

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**118.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,163 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[yuan-shen's solution](#)

**119.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[yuan-shen's solution](#)

**120.**

1791A

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

Quality: 80,613 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[yuan-shen's solution](#)

**121.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yuan-shen's solution](#)

**122.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yuan-shen's solution](#)

**123.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,143 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**124.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**125.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[yuan-shen's solution](#)

**126.**

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yuan-shen's solution](#)

**127.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yuan-shen's solution](#)

**128.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,528 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**129.**

1433B

[Yet Another Bookshelf](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 800 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yuan-shen's solution](#)

**130.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,010 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**131.**

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[yuan-shen's solution](#)

**132.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**133.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,670 global accepts · Rating: 800 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[yuan-shen's solution](#)

**134.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[yuan-shen's solution](#)

**135.**

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[yuan-shen's solution](#)

**136.**

1783A

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

Quality: 48,717 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[yuan-shen's solution](#)

**137.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[yuan-shen's solution](#)

**138.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[yuan-shen's solution](#)

**139.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**140.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**141.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yuan-shen's solution](#)

**142.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**143.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yuan-shen's solution](#)

**144.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[yuan-shen's solution](#)

**145.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**146.**

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[yuan-shen's solution](#)

**147.**

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[yuan-shen's solution](#)

**148.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[yuan-shen's solution](#)

**149.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,011 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yuan-shen's solution](#)

**150.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu,

implementation

[yuan-shen's solution](#)

**151.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[yuan-shen's solution](#)

**152.**

1566A

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

Quality: 25,373 global accepts · Rating: 800 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[yuan-shen's solution](#)

**153.**

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yuan-shen's solution](#)

**154.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**155.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**156.**

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[yuan-shen's solution](#)

**157.**

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**158.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[yuan-shen's solution](#)

**159.**

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[yuan-shen's solution](#)

**160.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[yuan-shen's solution](#)

**161.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[yuan-shen's solution](#)

**162.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[yuan-shen's solution](#)

**163.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**164.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[yuan-shen's solution](#)

**165.**

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[yuan-shen's solution](#)

**166.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,328 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**167.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,512 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**168.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,824 global accepts · Rating: 800 · first AC: 2022-03-26 · last AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[yuan-shen's solution](#)

**169.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[yuan-shen's solution](#)

**170.**

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**171.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[yuan-shen's solution](#)

**172.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[yuan-shen's solution](#)

**173.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yuan-shen's solution](#)

**174.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[yuan-shen's solution](#)

**175.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[yuan-shen's solution](#)

**176.**

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**177.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yuan-shen's solution](#)

**178.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**179.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · last AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yuan-shen's solution](#)

**180.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,778 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**181.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[yuan-shen's solution](#)

**182.**

228A

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

Quality: 139,809 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**183.**

155A

[I love %username% · Tutorial](#)

Quality: 93,665 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[yuan-shen's solution](#)

**184.**

248A

[Cupboards · Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**185.**

148A

[Insomnia cure · Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[yuan-shen's solution](#)

**186.**

200B

[Drinks · Tutorial](#)

Quality: 148,418 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**187.**

233A

[Perfect Permutation · Tutorial](#)

Quality: 49,150 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**188.**

61A

[Ultra-Fast Mathematician · Tutorial](#)

Quality: 136,209 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**189.**

80A

[Panoramix's Prediction · Tutorial](#)

Quality: 66,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[yuan-shen's solution](#)

**190.**

1534A

[Colour the Flag · Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yuan-shen's solution](#)

**191.**

1743B

[Permutation Value · Tutorial](#)

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yuan-shen's solution](#)

**192.**

1743A

[Password · Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[yuan-shen's solution](#)

**193.**

1744B

[Even-Odd Increments · Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[yuan-shen's solution](#)

**194.**

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[yuan-shen's solution](#)

**195.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[yuan-shen's solution](#)

**196.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[yuan-shen's solution](#)

**197.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,098 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[yuan-shen's solution](#)

**198.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,301 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**199.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**200.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**201.**

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[yuan-shen's solution](#)

**202.**

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[yuan-shen's solution](#)

**203.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**204.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**205.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[yuan-shen's solution](#)

**206.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,564 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yuan-shen's solution](#)

**207.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[yuan-shen's solution](#)

**208.**

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[yuan-shen's solution](#)

**209.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**210.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[yuan-shen's solution](#)

**211.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yuan-shen's solution](#)

**212.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

[yuan-shen's solution](#)

**213.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,750 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation

[yuan-shen's solution](#)

**214.**

144A

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

Quality: 121,407 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**215.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,733 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[yuan-shen's solution](#)

**216.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[yuan-shen's solution](#)

**217.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yuan-shen's solution](#)

**218.**

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yuan-shen's solution](#)

**219.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,545 global accepts · Rating: 800 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[yuan-shen's solution](#)

**220.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,537 global accepts · Rating: 800 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**221.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[yuan-shen's solution](#)

**222.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**223.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**224.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yuan-shen's solution](#)

**225.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**226.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[yuan-shen's solution](#)

**227.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[yuan-shen's solution](#)

**228.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[yuan-shen's solution](#)

**229.**

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[yuan-shen's solution](#)

**230.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**231.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings  
[yuan-shen's solution](#)

**232.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

**233.**

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation  
[yuan-shen's solution](#)

**234.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**235.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

**236.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[yuan-shen's solution](#)

**237.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[yuan-shen's solution](#)

**238.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[yuan-shen's solution](#)

**239.**

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**240.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[yuan-shen's solution](#)

**241.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[yuan-shen's solution](#)

**242.**

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**243.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[yuan-shen's solution](#)

**244.**

1619B

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

Quality: 32,946 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[yuan-shen's solution](#)

**245.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,821 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**246.**

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[yuan-shen's solution](#)

**247.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[yuan-shen's solution](#)

**248.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,171 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[yuan-shen's solution](#)

**249.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[yuan-shen's solution](#)

**250.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[yuan-shen's solution](#)

**251.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings  
[yuan-shen's solution](#)

**252.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[yuan-shen's solution](#)

**253.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,918 global accepts · Rating: 800 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**254.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[yuan-shen's solution](#)

**255.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,748 global accepts · Rating: 800 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**256.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[yuan-shen's solution](#)

**257.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[yuan-shen's solution](#)

**258.**

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**259.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yuan-shen's solution](#)

**260.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[yuan-shen's solution](#)

**261.**

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,636 global accepts · Rating: 800 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[yuan-shen's solution](#)

**262.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**263.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[yuan-shen's solution](#)

**264.**

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**265.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,642 global accepts · Rating: 800 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[yuan-shen's solution](#)

**266.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,419 global accepts · Rating: 800 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**267.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**268.**

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[yuan-shen's solution](#)

**269.**

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,198 global accepts · Rating: 800 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[yuan-shen's solution](#)

**270.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,455 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**271.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,936 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**272.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**273.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,529 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**274.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,439 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**275.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,078 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
[yuan-shen's solution](#)

**276.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,496 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**277.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,547 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**278.**

977A

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

Quality: 217,482 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**279.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,556 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**280.**

112A

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

Quality: 287,244 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**281.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,466 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[yuan-shen's solution](#)

**282.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,127 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math  
[yuan-shen's solution](#)

**283.**

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**284.**

546A

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

Quality: 235,200 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[yuan-shen's solution](#)

**285.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,344 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings  
[yuan-shen's solution](#)

**286.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,917 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[yuan-shen's solution](#)

**287.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,209 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**288.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
[yuan-shen's solution](#)

**289.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

**290.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,245 global accepts · Rating: 800 · first AC: 2022-03-19 · last AC: 2022-04-01 · Java 11 (first AC) · Tags: strings  
[yuan-shen's solution](#)

**291.**

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,980 global accepts · Rating: 800 · first AC: 2022-03-26 · Java 11 (first AC) · Tags: implementation, strings

[yuan-shen's solution](#)

**292.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,026 global accepts · Rating: 800 · first AC: 2022-03-26 · Java 11 (first AC) · Tags: brute force, implementation, strings

[yuan-shen's solution](#)

**293.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,989 global accepts · Rating: 800 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**294.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,279 global accepts · Rating: 800 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**295.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,704 global accepts · Rating: 800 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**296.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,251 global accepts · Rating: 800 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[yuan-shen's solution](#)

**297.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[yuan-shen's solution](#)

**298.**

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yuan-shen's solution](#)

**299.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,407 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**300.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[yuan-shen's solution](#)

**301.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yuan-shen's solution](#)

**302.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**303.**

1927B

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

Quality: 38,131 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[yuan-shen's solution](#)

**304.**

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[yuan-shen's solution](#)

**305.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[yuan-shen's solution](#)

**306.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,379 global accepts · Rating: 900 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[yuan-shen's solution](#)

**307.**

1900B

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

Quality: 20,471 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[yuan-shen's solution](#)

**308.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

[yuan-shen's solution](#)

**309.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,648 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[yuan-shen's solution](#)

**310.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[yuan-shen's solution](#)

**311.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,055 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[yuan-shen's solution](#)

**312.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[yuan-shen's solution](#)

**313.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy,

math, number theory  
[yuan-shen's solution](#)

**314.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math  
[yuan-shen's solution](#)

**315.**

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[yuan-shen's solution](#)

**316.**

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,622 global accepts · Rating: 900 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[yuan-shen's solution](#)

**317.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,301 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[yuan-shen's solution](#)

**318.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[yuan-shen's solution](#)

**319.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings  
[yuan-shen's solution](#)

**320.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[yuan-shen's solution](#)

**321.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[yuan-shen's solution](#)

**322.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[yuan-shen's solution](#)

**323.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,760 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[yuan-shen's solution](#)

**324.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,869 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yuan-shen's solution](#)

**325.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy  
[yuan-shen's solution](#)

**326.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,100 global accepts · Rating: 900 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[yuan-shen's solution](#)

**327.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[yuan-shen's solution](#)

**328.**

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[yuan-shen's solution](#)

**329.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

**330.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**331.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[yuan-shen's solution](#)

**332.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings  
[yuan-shen's solution](#)

**333.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[yuan-shen's solution](#)

**334.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[yuan-shen's solution](#)

**335.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**336.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[yuan-shen's solution](#)

**337.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yuan-shen's solution](#)

**338.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[yuan-shen's solution](#)

**339.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**340.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**341.**

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yuan-shen's solution](#)

**342.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[yuan-shen's solution](#)

**343.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,084 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**344.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[yuan-shen's solution](#)

**345.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yuan-shen's solution](#)

**346.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**347.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**348.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**349.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,323 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**350.**

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[yuan-shen's solution](#)

**351.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,685 global accepts · Rating: 900 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[yuan-shen's solution](#)

**352.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**353.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,714 global accepts · Rating: 900 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yuan-shen's solution](#)

**354.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,644 global accepts · Rating: 900 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[yuan-shen's solution](#)

**355.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**356.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**357.**

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[yuan-shen's solution](#)

**358.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yuan-shen's solution](#)

**359.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[yuan-shen's solution](#)

**360.**

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[yuan-shen's solution](#)

**361.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[yuan-shen's solution](#)

**362.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[yuan-shen's solution](#)

**363.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[yuan-shen's solution](#)

**364.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[yuan-shen's solution](#)

**365.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[yuan-shen's solution](#)

**366.**

1907B

[YetanotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[yuan-shen's solution](#)

**367.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[yuan-shen's solution](#)

**368.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings, two pointers  
[yuan-shen's solution](#)

**369.**

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[yuan-shen's solution](#)

**370.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[yuan-shen's solution](#)

**371.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[yuan-shen's solution](#)

**372.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**373.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers  
[yuan-shen's solution](#)

**374.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers  
[yuan-shen's solution](#)

**375.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,054 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[yuan-shen's solution](#)

**376.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[yuan-shen's solution](#)

**377.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

**378.**

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings

[yuan-shen's solution](#)

**379.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,484 global accepts · Rating: 1000 · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[yuan-shen's solution](#)

**380.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[yuan-shen's solution](#)

**381.**

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[yuan-shen's solution](#)

**382.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,279 global accepts · Rating: 1000 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[yuan-shen's solution](#)

**383.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**384.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[yuan-shen's solution](#)

**385.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[yuan-shen's solution](#)

**386.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[yuan-shen's solution](#)

**387.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[yuan-shen's solution](#)

**388.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[yuan-shen's solution](#)

**389.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[yuan-shen's solution](#)

**390.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[yuan-shen's solution](#)

**391.**

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[yuan-shen's solution](#)

**392.**

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yuan-shen's solution](#)

**393.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[yuan-shen's solution](#)

**394.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[yuan-shen's solution](#)

**395.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[yuan-shen's solution](#)

**396.**

1782B

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

Rating: 1000 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[yuan-shen's solution](#)

**397.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yuan-shen's solution](#)

**398.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[yuan-shen's solution](#)

**399.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yuan-shen's solution](#)

**400.**

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yuan-shen's solution](#)

**401.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**402.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[yuan-shen's solution](#)

**403.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yuan-shen's solution](#)

**404.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[yuan-shen's solution](#)

**405.**

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[yuan-shen's solution](#)

**406.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yuan-shen's solution](#)

**407.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[yuan-shen's solution](#)

**408.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**409.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**410.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**411.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[yuan-shen's solution](#)

**412.**

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yuan-shen's solution](#)

**413.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[yuan-shen's solution](#)

**414.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**415.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,199 global accepts · Rating: 1000 · first AC: 2022-03-26 · last AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[yuan-shen's solution](#)

**416.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**417.**

450A

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

Quality: 44,404 global accepts · Rating: 1000 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**418.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**419.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[yuan-shen's solution](#)

**420.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2022-10-06 · last AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[yuan-shen's solution](#)

**421.**

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[yuan-shen's solution](#)

## 422.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[yuan-shen's solution](#)

## 423.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[yuan-shen's solution](#)

## 424.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[yuan-shen's solution](#)

## 425.

1690D

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

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[yuan-shen's solution](#)

## 426.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[yuan-shen's solution](#)

## 427.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,990 global accepts · Rating: 1000 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[yuan-shen's solution](#)

## 428.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,361 global accepts · Rating: 1000 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

## 429.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,426 global accepts · Rating: 1000 · first AC: 2022-03-26 · Java 11 (first AC) · Tags: implementation, strings

[yuan-shen's solution](#)

## 430.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yuan-shen's solution](#)

## 431.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[yuan-shen's solution](#)

## 432.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[yuan-shen's solution](#)

**433.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yuan-shen's solution](#)

**434.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[yuan-shen's solution](#)

**435.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[yuan-shen's solution](#)

**436.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yuan-shen's solution](#)

**437.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[yuan-shen's solution](#)

**438.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[yuan-shen's solution](#)

**439.**

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[yuan-shen's solution](#)

**440.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[yuan-shen's solution](#)

**441.**

1905B

[Begginner's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[yuan-shen's solution](#)

**442.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[yuan-shen's solution](#)

**443.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

**444.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy  
[yuan-shen's solution](#)

**445.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,862 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers  
[yuan-shen's solution](#)

**446.**

1899B

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

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory  
[yuan-shen's solution](#)

**447.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[yuan-shen's solution](#)

**448.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[yuan-shen's solution](#)

**449.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, number theory  
[yuan-shen's solution](#)

**450.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,458 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings  
[yuan-shen's solution](#)

**451.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, shortest paths, sortings  
[yuan-shen's solution](#)

**452.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[yuan-shen's solution](#)

**453.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[yuan-shen's solution](#)

**454.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math  
[yuan-shen's solution](#)

**455.**

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**456.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[yuan-shen's solution](#)

**457.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, sortings  
[yuan-shen's solution](#)

**458.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers  
[yuan-shen's solution](#)

**459.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,164 global accepts · Rating: 1100 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[yuan-shen's solution](#)

**460.**

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[yuan-shen's solution](#)

**461.**

1821B

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

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
[yuan-shen's solution](#)

**462.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,826 global accepts · Rating: 1100 · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: \*special, greedy, implementation  
[yuan-shen's solution](#)

**463.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[yuan-shen's solution](#)

**464.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[yuan-shen's solution](#)

**465.**

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[yuan-shen's solution](#)

**466.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[yuan-shen's solution](#)

**467.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[yuan-shen's solution](#)

**468.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[yuan-shen's solution](#)

**469.**

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[yuan-shen's solution](#)

**470.**

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yuan-shen's solution](#)

**471.**

1791E

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

Quality: 41,285 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[yuan-shen's solution](#)

**472.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[yuan-shen's solution](#)

**473.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[yuan-shen's solution](#)

**474.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[yuan-shen's solution](#)

**475.**

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**476.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

**477.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[yuan-shen's solution](#)

**478.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[yuan-shen's solution](#)

**479.**

1457B

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

Rating: 1100 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[yuan-shen's solution](#)

**480.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[yuan-shen's solution](#)

**481.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths  
[yuan-shen's solution](#)

**482.**

1656B

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

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers  
[yuan-shen's solution](#)

**483.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory  
[yuan-shen's solution](#)

**484.**

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,852 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, implementation

[yuan-shen's solution](#)

**485.**

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,439 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**486.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yuan-shen's solution](#)

**487.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[yuan-shen's solution](#)

**488.**

706B

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

Quality: 84,450 global accepts · Rating: 1100 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[yuan-shen's solution](#)

**489.**

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[yuan-shen's solution](#)

**490.**

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[yuan-shen's solution](#)

**491.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yuan-shen's solution](#)

**492.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[yuan-shen's solution](#)

**493.**

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yuan-shen's solution](#)

**494.**

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yuan-shen's solution](#)

**495.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**496.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[yuan-shen's solution](#)

**497.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[yuan-shen's solution](#)

**498.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**499.**

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[yuan-shen's solution](#)

**500.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[yuan-shen's solution](#)

**501.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yuan-shen's solution](#)

**502.**

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[yuan-shen's solution](#)

**503.**

1673B

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

Quality: 21,774 global accepts · Rating: 1100 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[yuan-shen's solution](#)

**504.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[yuan-shen's solution](#)

**505.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[yuan-shen's solution](#)

**506.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yuan-shen's solution](#)

## 507.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[yuan-shen's solution](#)

## 508.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[yuan-shen's solution](#)

## 509.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[yuan-shen's solution](#)

## 510.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[yuan-shen's solution](#)

## 511.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[yuan-shen's solution](#)

## 512.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[yuan-shen's solution](#)

## 513.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yuan-shen's solution](#)

## 514.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[yuan-shen's solution](#)

## 515.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[yuan-shen's solution](#)

## 516.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[yuan-shen's solution](#)

**517.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[yuan-shen's solution](#)

**518.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[yuan-shen's solution](#)

**519.**

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[yuan-shen's solution](#)

**520.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[yuan-shen's solution](#)

**521.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[yuan-shen's solution](#)

**522.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[yuan-shen's solution](#)

**523.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math  
[yuan-shen's solution](#)

**524.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math  
[yuan-shen's solution](#)

**525.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[yuan-shen's solution](#)

**526.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[yuan-shen's solution](#)

**527.**

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yuan-shen's solution](#)

**528.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[yuan-shen's solution](#)

**529.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[yuan-shen's solution](#)

**530.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2023-02-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[yuan-shen's solution](#)

**531.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2023-02-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings

[yuan-shen's solution](#)

**532.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[yuan-shen's solution](#)

**533.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[yuan-shen's solution](#)

**534.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**535.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[yuan-shen's solution](#)

**536.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[yuan-shen's solution](#)

**537.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[yuan-shen's solution](#)

**538.**

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[yuan-shen's solution](#)

**539.**

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**540.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[yuan-shen's solution](#)

**541.**

1744D

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

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[yuan-shen's solution](#)

**542.**

1352C

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

Quality: 69,769 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[yuan-shen's solution](#)

**543.**

492B

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

Quality: 90,188 global accepts · Rating: 1200 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[yuan-shen's solution](#)

**544.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yuan-shen's solution](#)

**545.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[yuan-shen's solution](#)

**546.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**547.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation  
[yuan-shen's solution](#)

**548.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings  
[yuan-shen's solution](#)

**549.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, two pointers  
[yuan-shen's solution](#)

**550.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[yuan-shen's solution](#)

**551.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[yuan-shen's solution](#)

**552.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math  
[yuan-shen's solution](#)

**553.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[yuan-shen's solution](#)

**554.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[yuan-shen's solution](#)

**555.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,176 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers  
[yuan-shen's solution](#)

**556.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[yuan-shen's solution](#)

**557.**

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory, strings  
[yuan-shen's solution](#)

**558.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math  
[yuan-shen's solution](#)

**559.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[yuan-shen's solution](#)

**560.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees  
[yuan-shen's solution](#)

**561.**

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory  
[yuan-shen's solution](#)

**562.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[yuan-shen's solution](#)

**563.**

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[yuan-shen's solution](#)

**564.**

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy  
[yuan-shen's solution](#)

**565.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[yuan-shen's solution](#)

**566.**

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**567.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[yuan-shen's solution](#)

**568.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math  
[yuan-shen's solution](#)

**569.**

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[yuan-shen's solution](#)

**570.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[yuan-shen's solution](#)

**571.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[yuan-shen's solution](#)

**572.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[yuan-shen's solution](#)

**573.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings  
[yuan-shen's solution](#)

**574.**

1816C

[lan and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings  
[yuan-shen's solution](#)

**575.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings  
[yuan-shen's solution](#)

**576.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive  
[yuan-shen's solution](#)

**577.**

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[yuan-shen's solution](#)

**578.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yuan-shen's solution](#)

**579.**

1786B

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

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings  
[yuan-shen's solution](#)

**580.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

**581.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,149 global accepts · Rating: 1300 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[yuan-shen's solution](#)

**582.**

862B

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

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[yuan-shen's solution](#)

**583.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees  
[yuan-shen's solution](#)

**584.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[yuan-shen's solution](#)

**585.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[yuan-shen's solution](#)

**586.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[yuan-shen's solution](#)

**587.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers  
[yuan-shen's solution](#)

**588.**

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2022-10-24 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[yuan-shen's solution](#)

**589.**

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[yuan-shen's solution](#)

**590.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[yuan-shen's solution](#)

**591.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[yuan-shen's solution](#)

**592.**

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings  
[yuan-shen's solution](#)

**593.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory  
[yuan-shen's solution](#)

**594.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,871 global accepts · Rating: 1300 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[yuan-shen's solution](#)

**595.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[yuan-shen's solution](#)

**596.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[yuan-shen's solution](#)

**597.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**598.**

1382C1

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

Rating: 1300 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings  
[yuan-shen's solution](#)

**599.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[yuan-shen's solution](#)

## 600.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[yuan-shen's solution](#)

## 601.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,111 global accepts · Rating: 1300 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[yuan-shen's solution](#)

## 602.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[yuan-shen's solution](#)

## 603.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[yuan-shen's solution](#)

## 604.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[yuan-shen's solution](#)

## 605.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yuan-shen's solution](#)

## 606.

1974C

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

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[yuan-shen's solution](#)

## 607.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[yuan-shen's solution](#)

## 608.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[yuan-shen's solution](#)

## 609.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[yuan-shen's solution](#)

**610.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[yuan-shen's solution](#)

**611.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,455 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[yuan-shen's solution](#)

**612.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings  
[yuan-shen's solution](#)

**613.**

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers  
[yuan-shen's solution](#)

**614.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math  
[yuan-shen's solution](#)

**615.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[yuan-shen's solution](#)

**616.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[yuan-shen's solution](#)

**617.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[yuan-shen's solution](#)

**618.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[yuan-shen's solution](#)

**619.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms  
[yuan-shen's solution](#)

**620.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yuan-shen's solution](#)

**621.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[yuan-shen's solution](#)

**622.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[yuan-shen's solution](#)

**623.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy  
[yuan-shen's solution](#)

**624.**

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yuan-shen's solution](#)

**625.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy  
[yuan-shen's solution](#)

**626.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[yuan-shen's solution](#)

**627.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[yuan-shen's solution](#)

**628.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[yuan-shen's solution](#)

**629.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings  
[yuan-shen's solution](#)

**630.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings  
[yuan-shen's solution](#)

**631.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[yuan-shen's solution](#)

**632.**

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[yuan-shen's solution](#)

**633.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[yuan-shen's solution](#)

**634.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[yuan-shen's solution](#)

**635.**

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[yuan-shen's solution](#)

**636.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math  
[yuan-shen's solution](#)

**637.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu  
[yuan-shen's solution](#)

**638.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[yuan-shen's solution](#)

**639.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,431 global accepts · Rating: 1400 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[yuan-shen's solution](#)

**640.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[yuan-shen's solution](#)

**641.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers  
[yuan-shen's solution](#)

**642.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings  
[yuan-shen's solution](#)

**643.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[yuan-shen's solution](#)

**644.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[yuan-shen's solution](#)

**645.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings  
[yuan-shen's solution](#)

**646.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · last AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[yuan-shen's solution](#)

**647.**

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers  
[yuan-shen's solution](#)

**648.**

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy  
[yuan-shen's solution](#)

**649.**

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[yuan-shen's solution](#)

**650.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yuan-shen's solution](#)

**651.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yuan-shen's solution](#)

**652.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yuan-shen's solution](#)

**653.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[yuan-shen's solution](#)

**654.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[yuan-shen's solution](#)

**655.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yuan-shen's solution](#)

**656.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[yuan-shen's solution](#)

**657.**

489C

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

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[yuan-shen's solution](#)

**658.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,685 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[yuan-shen's solution](#)

**659.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[yuan-shen's solution](#)

**660.**

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yuan-shen's solution](#)

**661.**

2183C

[War Strategy · Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[yuan-shen's solution](#)

**662.**

2070C

[Limited Repainting · Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[yuan-shen's solution](#)

**663.**

1985F

[Final Boss · Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[yuan-shen's solution](#)

**664.**

1876B

[Effects of Anti Pimples · Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[yuan-shen's solution](#)

**665.**

1950E

[Nearly Shortest Repeating Substring · Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[yuan-shen's solution](#)

**666.**

455A

[Boredom · Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yuan-shen's solution](#)

**667.**

1915F

[Greetings · Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[yuan-shen's solution](#)

**668.**

1898B

[Milena and Admirer · Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**669.**

191A

[Dynasty Puzzles · Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yuan-shen's solution](#)

**670.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[yuan-shen's solution](#)

**671.**

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[yuan-shen's solution](#)

**672.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[yuan-shen's solution](#)

**673.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[yuan-shen's solution](#)

**674.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[yuan-shen's solution](#)

**675.**

1818C

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

Rating: 1500 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy  
[yuan-shen's solution](#)

**676.**

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[yuan-shen's solution](#)

**677.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory  
[yuan-shen's solution](#)

**678.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers  
[yuan-shen's solution](#)

**679.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[yuan-shen's solution](#)

**680.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[yuan-shen's solution](#)

**681.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[yuan-shen's solution](#)

**682.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[yuan-shen's solution](#)

**683.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[yuan-shen's solution](#)

**684.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[yuan-shen's solution](#)

**685.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[yuan-shen's solution](#)

**686.**

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[yuan-shen's solution](#)

**687.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[yuan-shen's solution](#)

**688.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[yuan-shen's solution](#)

**689.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[yuan-shen's solution](#)

**690.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings, two pointers

[yuan-shen's solution](#)

**691.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[yuan-shen's solution](#)

**692.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[yuan-shen's solution](#)

**693.**

1754C2

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

Rating: 1500 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yuan-shen's solution](#)

**694.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[yuan-shen's solution](#)

**695.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yuan-shen's solution](#)

**696.**

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yuan-shen's solution](#)

**697.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[yuan-shen's solution](#)

**698.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[yuan-shen's solution](#)

**699.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[yuan-shen's solution](#)

**700.**

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[yuan-shen's solution](#)

**701.**

1744E1

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

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[yuan-shen's solution](#)

**702.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[yuan-shen's solution](#)

**703.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[yuan-shen's solution](#)

**704.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yuan-shen's solution](#)

**705.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[yuan-shen's solution](#)

**706.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[yuan-shen's solution](#)

**707.**

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yuan-shen's solution](#)

**708.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yuan-shen's solution](#)

**709.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yuan-shen's solution](#)

**710.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy,

implementation, trees

[yuan-shen's solution](#)

**711.**

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[yuan-shen's solution](#)

**712.**

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,680 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[yuan-shen's solution](#)

**713.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,663 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[yuan-shen's solution](#)

**714.**

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[yuan-shen's solution](#)

**715.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[yuan-shen's solution](#)

**716.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,795 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[yuan-shen's solution](#)

**717.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[yuan-shen's solution](#)

**718.**

1886C

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

Quality: 16,603 global accepts · Rating: 1600 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[yuan-shen's solution](#)

**719.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[yuan-shen's solution](#)

**720.**

1861C

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

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

dfs and similar, implementation, strings, trees

[yuan-shen's solution](#)

**721.**

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[yuan-shen's solution](#)

**722.**

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation

[yuan-shen's solution](#)

**723.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[yuan-shen's solution](#)

**724.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,128 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math

[yuan-shen's solution](#)

**725.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[yuan-shen's solution](#)

**726.**

1822E

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

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[yuan-shen's solution](#)

**727.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[yuan-shen's solution](#)

**728.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[yuan-shen's solution](#)

**729.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[yuan-shen's solution](#)

**730.**

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms  
[yuan-shen's solution](#)

**731.**

1798D

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

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yuan-shen's solution](#)

**732.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory  
[yuan-shen's solution](#)

**733.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers  
[yuan-shen's solution](#)

**734.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, sortings  
[yuan-shen's solution](#)

**735.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[yuan-shen's solution](#)

**736.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,289 global accepts · Rating: 1600 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory  
[yuan-shen's solution](#)

**737.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math  
[yuan-shen's solution](#)

**738.**

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · last AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[yuan-shen's solution](#)

**739.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings  
[yuan-shen's solution](#)

**740.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1600 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers  
[yuan-shen's solution](#)

**741.**

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[yuan-shen's solution](#)

**742.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[yuan-shen's solution](#)

**743.**

1782C

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

Rating: 1600 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[yuan-shen's solution](#)

**744.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, ternary search  
[yuan-shen's solution](#)

**745.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[yuan-shen's solution](#)

**746.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2022-12-21 · last AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math  
[yuan-shen's solution](#)

**747.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[yuan-shen's solution](#)

**748.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[yuan-shen's solution](#)

**749.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[yuan-shen's solution](#)

**750.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,501 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force  
[yuan-shen's solution](#)

**751.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar  
[yuan-shen's solution](#)

**752.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[yuan-shen's solution](#)

**753.**

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[yuan-shen's solution](#)

**754.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[yuan-shen's solution](#)

**755.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[yuan-shen's solution](#)

**756.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-11 · last AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[yuan-shen's solution](#)

**757.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search  
[yuan-shen's solution](#)

**758.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees  
[yuan-shen's solution](#)

**759.**

1748C

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

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[yuan-shen's solution](#)

**760.**

1754D

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

Rating: 1600 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[yuan-shen's solution](#)

**761.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy  
[yuan-shen's solution](#)

**762.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yuan-shen's solution](#)

**763.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[yuan-shen's solution](#)

**764.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[yuan-shen's solution](#)

**765.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[yuan-shen's solution](#)

**766.**

1985H1

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

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[yuan-shen's solution](#)

**767.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[yuan-shen's solution](#)

**768.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[yuan-shen's solution](#)

**769.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[yuan-shen's solution](#)

**770.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[yuan-shen's solution](#)

**771.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[yuan-shen's solution](#)

**772.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2024-03-21 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[yuan-shen's solution](#)

**773.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[yuan-shen's solution](#)

**774.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[yuan-shen's solution](#)

**775.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[yuan-shen's solution](#)

**776.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[yuan-shen's solution](#)

**777.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[yuan-shen's solution](#)

**778.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[yuan-shen's solution](#)

**779.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[yuan-shen's solution](#)

**780.**

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, sortings

[yuan-shen's solution](#)

**781.**

1879D

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

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[yuan-shen's solution](#)

**782.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[yuan-shen's solution](#)

**783.**

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[yuan-shen's solution](#)

**784.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[yuan-shen's solution](#)

**785.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[yuan-shen's solution](#)

**786.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: 1700 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[yuan-shen's solution](#)

**787.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[yuan-shen's solution](#)

**788.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[yuan-shen's solution](#)

**789.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[yuan-shen's solution](#)

**790.**

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[yuan-shen's solution](#)

**791.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[yuan-shen's solution](#)

**792.**

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[yuan-shen's solution](#)

**793.**

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[yuan-shen's solution](#)

**794.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[yuan-shen's solution](#)

**795.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[yuan-shen's solution](#)

**796.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

[yuan-shen's solution](#)

**797.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[yuan-shen's solution](#)

**798.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[yuan-shen's solution](#)

**799.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[yuan-shen's solution](#)

**800.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[yuan-shen's solution](#)

**801.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[yuan-shen's solution](#)

**802.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[yuan-shen's solution](#)

**803.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings  
[yuan-shen's solution](#)

**804.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · last AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings  
[yuan-shen's solution](#)

**805.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[yuan-shen's solution](#)

**806.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths  
[yuan-shen's solution](#)

**807.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers  
[yuan-shen's solution](#)

**808.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings  
[yuan-shen's solution](#)

**809.**

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings  
[yuan-shen's solution](#)

**810.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees  
[yuan-shen's solution](#)

**811.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[yuan-shen's solution](#)

**812.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[yuan-shen's solution](#)

**813.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[yuan-shen's solution](#)

**814.**

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[yuan-shen's solution](#)

**815.**

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[yuan-shen's solution](#)

**816.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[yuan-shen's solution](#)

**817.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[yuan-shen's solution](#)

**818.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[yuan-shen's solution](#)

**819.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[yuan-shen's solution](#)

**820.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[yuan-shen's solution](#)

**821.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yuan-shen's solution](#)

**822.**

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[yuan-shen's solution](#)

**823.**

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[yuan-shen's solution](#)

**824.**

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[yuan-shen's solution](#)

**825.**

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[yuan-shen's solution](#)

**826.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[yuan-shen's solution](#)

**827.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[yuan-shen's solution](#)

**828.**

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · last AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[yuan-shen's solution](#)

**829.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,319 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yuan-shen's solution](#)

**830.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[yuan-shen's solution](#)

**831.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[yuan-shen's solution](#)

**832.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[yuan-shen's solution](#)

**833.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[yuan-shen's solution](#)

**834.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[yuan-shen's solution](#)

**835.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[yuan-shen's solution](#)

**836.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[yuan-shen's solution](#)

**837.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[yuan-shen's solution](#)

**838.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[yuan-shen's solution](#)

**839.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[yuan-shen's solution](#)

**840.**

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[yuan-shen's solution](#)

**841.**

1549D

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

Rating: 1800 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[yuan-shen's solution](#)

**842.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[yuan-shen's solution](#)

**843.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[yuan-shen's solution](#)

**844.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[yuan-shen's solution](#)

**845.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[yuan-shen's solution](#)

**846.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[yuan-shen's solution](#)

**847.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yuan-shen's solution](#)

**848.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[yuan-shen's solution](#)

**849.**

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[yuan-shen's solution](#)

**850.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[yuan-shen's solution](#)

**851.**

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[yuan-shen's solution](#)

**852.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[yuan-shen's solution](#)

**853.**

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[yuan-shen's solution](#)

**854.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[yuan-shen's solution](#)

**855.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[yuan-shen's solution](#)

**856.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[yuan-shen's solution](#)

**857.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[yuan-shen's solution](#)

**858.**

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[yuan-shen's solution](#)

**859.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[yuan-shen's solution](#)

**860.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[yuan-shen's solution](#)

**861.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[yuan-shen's solution](#)

**862.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[yuan-shen's solution](#)

**863.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[yuan-shen's solution](#)

**864.**

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[yuan-shen's solution](#)

**865.**

221D

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

Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[yuan-shen's solution](#)

**866.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[yuan-shen's solution](#)

**867.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[yuan-shen's solution](#)

**868.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yuan-shen's solution](#)

**869.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[yuan-shen's solution](#)

**870.**

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[yuan-shen's solution](#)

**871.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[yuan-shen's solution](#)

**872.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,042 global accepts · Rating: 1800 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[yuan-shen's solution](#)

**873.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[yuan-shen's solution](#)

**874.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[yuan-shen's solution](#)

**875.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[yuan-shen's solution](#)

**876.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yuan-shen's solution](#)

**877.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[yuan-shen's solution](#)

**878.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[yuan-shen's solution](#)

**879.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[yuan-shen's solution](#)

**880.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[yuan-shen's solution](#)

**881.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,472 global accepts · Rating: 1800 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[yuan-shen's solution](#)

**882.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[yuan-shen's solution](#)

**883.**

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers  
[yuan-shen's solution](#)

**884.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[yuan-shen's solution](#)

**885.**

478C

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

Quality: 20,593 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[yuan-shen's solution](#)

**886.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[yuan-shen's solution](#)

**887.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings  
[yuan-shen's solution](#)

**888.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers  
[yuan-shen's solution](#)

**889.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers  
[yuan-shen's solution](#)

**890.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[yuan-shen's solution](#)

**891.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers  
[yuan-shen's solution](#)

**892.**

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[yuan-shen's solution](#)

**893.**

1957D

[A BIT of an Inequality · Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[yuan-shen's solution](#)

**894.**

1358D

[The Best Vacation · Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[yuan-shen's solution](#)

**895.**

1955G

[GCD on a grid · Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-11 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[yuan-shen's solution](#)

**896.**

1119E

[Pavel and Triangles · Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[yuan-shen's solution](#)

**897.**

1950G

[Shuffling Songs · Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[yuan-shen's solution](#)

**898.**

534D

[Handshakes · Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[yuan-shen's solution](#)

**899.**

1927F

[Microcycle · Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[yuan-shen's solution](#)

**900.**

1918D

[Blocking Elements · Tutorial](#)

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[yuan-shen's solution](#)

**901.**

1922D

[Berserk Monsters · Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu,

implementation, math

[yuan-shen's solution](#)

**902.**

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yuan-shen's solution](#)

**903.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · last AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[yuan-shen's solution](#)

**904.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[yuan-shen's solution](#)

**905.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[yuan-shen's solution](#)

**906.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[yuan-shen's solution](#)

**907.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[yuan-shen's solution](#)

**908.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[yuan-shen's solution](#)

**909.**

558C

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

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[yuan-shen's solution](#)

**910.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-03-28 · last AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yuan-shen's solution](#)

**911.**

1585D

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

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[yuan-shen's solution](#)

**912.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[yuan-shen's solution](#)

**913.**

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, two pointers

[yuan-shen's solution](#)

**914.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[yuan-shen's solution](#)

**915.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[yuan-shen's solution](#)

**916.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[yuan-shen's solution](#)

**917.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[yuan-shen's solution](#)

**918.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2023-10-12 · last AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[yuan-shen's solution](#)

**919.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[yuan-shen's solution](#)

**920.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yuan-shen's solution](#)

**921.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[yuan-shen's solution](#)

**922.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[yuan-shen's solution](#)

**923.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[yuan-shen's solution](#)

**924.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[yuan-shen's solution](#)

**925.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2023-06-03 · last AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[yuan-shen's solution](#)

**926.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[yuan-shen's solution](#)

**927.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[yuan-shen's solution](#)

**928.**

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[yuan-shen's solution](#)

**929.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[yuan-shen's solution](#)

**930.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[yuan-shen's solution](#)

**931.**

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[yuan-shen's solution](#)

**932.**

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[yuan-shen's solution](#)

**933.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[yuan-shen's solution](#)

**934.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yuan-shen's solution](#)

**935.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[yuan-shen's solution](#)

**936.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[yuan-shen's solution](#)

**937.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[yuan-shen's solution](#)

**938.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[yuan-shen's solution](#)

**939.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[yuan-shen's solution](#)

**940.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math

[yuan-shen's solution](#)

**941.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy,

math, sortings, two pointers

[yuan-shen's solution](#)

**942.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[yuan-shen's solution](#)

**943.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[yuan-shen's solution](#)

**944.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[yuan-shen's solution](#)

**945.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[yuan-shen's solution](#)

**946.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[yuan-shen's solution](#)

**947.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[yuan-shen's solution](#)

**948.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math

[yuan-shen's solution](#)

**949.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[yuan-shen's solution](#)

**950.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[yuan-shen's solution](#)

**951.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[yuan-shen's solution](#)

**952.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[yuan-shen's solution](#)

**953.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[yuan-shen's solution](#)

**954.**

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[yuan-shen's solution](#)

**955.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[yuan-shen's solution](#)

**956.**

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[yuan-shen's solution](#)

**957.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[yuan-shen's solution](#)

**958.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[yuan-shen's solution](#)

**959.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yuan-shen's solution](#)

**960.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[yuan-shen's solution](#)

**961.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[yuan-shen's solution](#)

## 962.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[yuan-shen's solution](#)

## 963.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[yuan-shen's solution](#)

## 964.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[yuan-shen's solution](#)

## 965.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[yuan-shen's solution](#)

## 966.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[yuan-shen's solution](#)

## 967.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[yuan-shen's solution](#)

## 968.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[yuan-shen's solution](#)

## 969.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[yuan-shen's solution](#)

## 970.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[yuan-shen's solution](#)

## 971.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures

[yuan-shen's solution](#)

**972.**

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, number theory

[yuan-shen's solution](#)

**973.**

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[yuan-shen's solution](#)

**974.**

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · last AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[yuan-shen's solution](#)

**975.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[yuan-shen's solution](#)

**976.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[yuan-shen's solution](#)

**977.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[yuan-shen's solution](#)

**978.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yuan-shen's solution](#)

**979.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[yuan-shen's solution](#)

**980.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[yuan-shen's solution](#)

**981.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[yuan-shen's solution](#)

**982.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[yuan-shen's solution](#)

**983.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · last AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[yuan-shen's solution](#)

**984.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[yuan-shen's solution](#)

**985.**

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[yuan-shen's solution](#)

**986.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yuan-shen's solution](#)

**987.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[yuan-shen's solution](#)

**988.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[yuan-shen's solution](#)

**989.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[yuan-shen's solution](#)

**990.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[yuan-shen's solution](#)

**991.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yuan-shen's solution](#)

**992.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[yuan-shen's solution](#)

**993.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[yuan-shen's solution](#)

**994.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[yuan-shen's solution](#)

**995.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[yuan-shen's solution](#)

**996.**

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[yuan-shen's solution](#)

**997.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[yuan-shen's solution](#)

**998.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[yuan-shen's solution](#)

**999.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[yuan-shen's solution](#)

**1000.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[yuan-shen's solution](#)

**1001.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[yuan-shen's solution](#)

### 1002.

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-28 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp  
[yuan-shen's solution](#)

### 1003.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[yuan-shen's solution](#)

### 1004.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math  
[yuan-shen's solution](#)

### 1005.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search  
[yuan-shen's solution](#)

### 1006.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[yuan-shen's solution](#)

### 1007.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings  
[yuan-shen's solution](#)

### 1008.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs  
[yuan-shen's solution](#)

### 1009.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[yuan-shen's solution](#)

### 1010.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings  
[yuan-shen's solution](#)

### 1011.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yuan-shen's solution](#)

### 1012.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[yuan-shen's solution](#)

### 1013.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[yuan-shen's solution](#)

### 1014.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[yuan-shen's solution](#)

### 1015.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[yuan-shen's solution](#)

### 1016.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[yuan-shen's solution](#)

### 1017.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2023-10-11 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[yuan-shen's solution](#)

### 1018.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[yuan-shen's solution](#)

### 1019.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yuan-shen's solution](#)

### 1020.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[yuan-shen's solution](#)

**1021.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[yuan-shen's solution](#)**1022.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[yuan-shen's solution](#)**1023.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[yuan-shen's solution](#)**1024.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[yuan-shen's solution](#)**1025.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[yuan-shen's solution](#)**1026.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[yuan-shen's solution](#)**1027.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[yuan-shen's solution](#)**1028.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[yuan-shen's solution](#)**1029.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[yuan-shen's solution](#)**1030.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[yuan-shen's solution](#)

### 1031.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[yuan-shen's solution](#)

### 1032.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[yuan-shen's solution](#)

### 1033.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[yuan-shen's solution](#)

### 1034.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[yuan-shen's solution](#)

### 1035.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[yuan-shen's solution](#)

### 1036.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[yuan-shen's solution](#)

### 1037.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[yuan-shen's solution](#)

### 1038.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[yuan-shen's solution](#)

### 1039.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[yuan-shen's solution](#)

### 1040.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[yuan-shen's solution](#)

**1041.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[yuan-shen's solution](#)

**1042.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[yuan-shen's solution](#)

**1043.**

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math

[yuan-shen's solution](#)

**1044.**

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-19 · last AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[yuan-shen's solution](#)

**1045.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[yuan-shen's solution](#)

**1046.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[yuan-shen's solution](#)

**1047.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[yuan-shen's solution](#)

**1048.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[yuan-shen's solution](#)

**1049.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[yuan-shen's solution](#)

**1050.**

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2023-01-16 · last AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yuan-shen's solution](#)

**1051.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · last AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[yuan-shen's solution](#)**1052.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[yuan-shen's solution](#)**1053.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[yuan-shen's solution](#)**1054.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[yuan-shen's solution](#)**1055.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[yuan-shen's solution](#)**1056.**

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[yuan-shen's solution](#)**1057.**

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[yuan-shen's solution](#)**1058.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[yuan-shen's solution](#)**1059.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[yuan-shen's solution](#)**1060.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[yuan-shen's solution](#)

**1061.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[yuan-shen's solution](#)

**1062.**

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-03-08 · last AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[yuan-shen's solution](#)

**1063.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[yuan-shen's solution](#)

**1064.**

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[yuan-shen's solution](#)

**1065.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[yuan-shen's solution](#)

**1066.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dp, greedy, trees

[yuan-shen's solution](#)

**1067.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[yuan-shen's solution](#)

**1068.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[yuan-shen's solution](#)

**1069.**

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[yuan-shen's solution](#)

**1070.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, sortings

[yuan-shen's solution](#)

**1071.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[yuan-shen's solution](#)

**1072.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[yuan-shen's solution](#)

**1073.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[yuan-shen's solution](#)

**1074.**

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[yuan-shen's solution](#)

**1075.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[yuan-shen's solution](#)

**1076.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[yuan-shen's solution](#)

**1077.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[yuan-shen's solution](#)

**1078.**

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[yuan-shen's solution](#)

**1079.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[yuan-shen's solution](#)

**1080.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[yuan-shen's solution](#)

**1081.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yuan-shen's solution](#)

**1082.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[yuan-shen's solution](#)

**1083.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[yuan-shen's solution](#)

**1084.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-11-04 · last AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[yuan-shen's solution](#)

**1085.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[yuan-shen's solution](#)

**1086.**

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[yuan-shen's solution](#)

**1087.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[yuan-shen's solution](#)

**1088.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[yuan-shen's solution](#)

**1089.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[yuan-shen's solution](#)

**1090.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[yuan-shen's solution](#)

**1091.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[yuan-shen's solution](#)

**1092.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[yuan-shen's solution](#)

**1093.**

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, number theory, trees

[yuan-shen's solution](#)

**1094.**

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yuan-shen's solution](#)

**1095.**

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[yuan-shen's solution](#)

**1096.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[yuan-shen's solution](#)

**1097.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[yuan-shen's solution](#)

**1098.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[yuan-shen's solution](#)

**1099.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[yuan-shen's solution](#)

**1100.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[yuan-shen's solution](#)

**1101.**

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, ternary search  
[yuan-shen's solution](#)

**1102.**

1790F

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

Quality: 3,998 global accepts · Rating: 2100 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees  
[yuan-shen's solution](#)

**1103.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees  
[yuan-shen's solution](#)

**1104.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[yuan-shen's solution](#)

**1105.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees  
[yuan-shen's solution](#)

**1106.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[yuan-shen's solution](#)

**1107.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp  
[yuan-shen's solution](#)

**1108.**

920E

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

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[yuan-shen's solution](#)

**1109.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory  
[yuan-shen's solution](#)

**1110.**

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  
[yuan-shen's solution](#)

**1111.**

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[yuan-shen's solution](#)

**1112.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[yuan-shen's solution](#)

**1113.**

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[yuan-shen's solution](#)

**1114.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[yuan-shen's solution](#)

**1115.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2024-05-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[yuan-shen's solution](#)

**1116.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-29 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[yuan-shen's solution](#)

**1117.**

1968G2

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

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[yuan-shen's solution](#)

**1118.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[yuan-shen's solution](#)

**1119.**

1926F

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

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[yuan-shen's solution](#)

**1120.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation,

math, two pointers

[yuan-shen's solution](#)

**1121.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yuan-shen's solution](#)

**1122.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1123.**

1921G

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

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[yuan-shen's solution](#)

**1124.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[yuan-shen's solution](#)

**1125.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[yuan-shen's solution](#)

**1126.**

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[yuan-shen's solution](#)

**1127.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[yuan-shen's solution](#)

**1128.**

1785C

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

Rating: 2200 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[yuan-shen's solution](#)

**1129.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[yuan-shen's solution](#)

**1130.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · last AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force,

combinatorics, dp, math

[yuan-shen's solution](#)

**1131.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[yuan-shen's solution](#)

**1132.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[yuan-shen's solution](#)

**1133.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[yuan-shen's solution](#)

**1134.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[yuan-shen's solution](#)

**1135.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-12-14 · last AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yuan-shen's solution](#)

**1136.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[yuan-shen's solution](#)

**1137.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[yuan-shen's solution](#)

**1138.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[yuan-shen's solution](#)

**1139.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[yuan-shen's solution](#)

**1140.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[yuan-shen's solution](#)

**1141.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[yuan-shen's solution](#)

**1142.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[yuan-shen's solution](#)

**1143.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[yuan-shen's solution](#)

**1144.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[yuan-shen's solution](#)

**1145.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-10-28 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[yuan-shen's solution](#)

**1146.**

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[yuan-shen's solution](#)

**1147.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yuan-shen's solution](#)

**1148.**

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[yuan-shen's solution](#)

**1149.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[yuan-shen's solution](#)

**1150.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[yuan-shen's solution](#)

**1151.**

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[yuan-shen's solution](#)

**1152.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[yuan-shen's solution](#)

**1153.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yuan-shen's solution](#)

**1154.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[yuan-shen's solution](#)

**1155.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[yuan-shen's solution](#)

**1156.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[yuan-shen's solution](#)

**1157.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[yuan-shen's solution](#)

**1158.**

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[yuan-shen's solution](#)

**1159.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[yuan-shen's solution](#)

**1160.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[yuan-shen's solution](#)

### 1161.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory  
[yuan-shen's solution](#)

### 1162.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths  
[yuan-shen's solution](#)

### 1163.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games  
[yuan-shen's solution](#)

### 1164.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing  
[yuan-shen's solution](#)

### 1165.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[yuan-shen's solution](#)

### 1166.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math  
[yuan-shen's solution](#)

### 1167.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1168.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees  
[yuan-shen's solution](#)

### 1169.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees  
[yuan-shen's solution](#)

### 1170.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[yuan-shen's solution](#)

### 1171.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[yuan-shen's solution](#)

### 1172.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[yuan-shen's solution](#)

### 1173.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[yuan-shen's solution](#)

### 1174.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[yuan-shen's solution](#)

### 1175.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[yuan-shen's solution](#)

### 1176.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[yuan-shen's solution](#)

### 1177.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[yuan-shen's solution](#)

### 1178.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[yuan-shen's solution](#)

### 1179.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[yuan-shen's solution](#)

### 1180.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[yuan-shen's solution](#)

### 1181.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[yuan-shen's solution](#)

### 1182.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[yuan-shen's solution](#)

### 1183.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[yuan-shen's solution](#)

### 1184.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[yuan-shen's solution](#)

### 1185.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-12-29 · last AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[yuan-shen's solution](#)

### 1186.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[yuan-shen's solution](#)

### 1187.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[yuan-shen's solution](#)

### 1188.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[yuan-shen's solution](#)

### 1189.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-08-14 · last AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[yuan-shen's solution](#)

**1190.**

1828D2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-20 · last AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[yuan-shen's solution](#)

**1191.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory  
[yuan-shen's solution](#)

**1192.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[yuan-shen's solution](#)

**1193.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[yuan-shen's solution](#)

**1194.**

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory  
[yuan-shen's solution](#)

**1195.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, trees  
[yuan-shen's solution](#)

**1196.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[yuan-shen's solution](#)

**1197.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[yuan-shen's solution](#)

**1198.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees  
[yuan-shen's solution](#)

**1199.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths  
[yuan-shen's solution](#)

**1200.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[yuan-shen's solution](#)

**1201.**

1855E

[Expected Destruction](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities  
[yuan-shen's solution](#)

**1202.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[yuan-shen's solution](#)

**1203.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp  
[yuan-shen's solution](#)

**1204.**

1890E2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[yuan-shen's solution](#)

**1205.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[yuan-shen's solution](#)

**1206.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu  
[yuan-shen's solution](#)

**1207.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees  
[yuan-shen's solution](#)

**1208.**

105437I

[Attribute Checks](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1209.**

105437F

[New Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1210.**

105437D

[Equal Halves](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1211.

105437E

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

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1212.

105437B

[Two Screens](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1213.

105009I

[Hori and Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1214.

105009G

[Soccer League](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1215.

104380H

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

Rating: — · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1216.

104380A

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

Rating: — · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1217.

105192F

[Lura's Valentine](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1218.

105192D

[Walking the Dog](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1219.

105192C

[XOR Boss Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1220.

105192B

[Is this FFT?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1221.

105192A

[Jellyfish Can't Swim in the Night](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1222.**

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1223.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1224.**

105109D

[Counting Records](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1225.**

105109G

[Making Records](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1226.**

105109C

[A Noteworthy Debut](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1227.**

105109I

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

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1228.**

105109H

[Prefix Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1229.**

105109F

[Lost in the Album Store](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1230.**

105109E

[Is It Vinyl?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1231.**

105109B

[6th heaven](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1232.**

105109J

[Record The Record Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1233.**

105109A

[Skipping Songs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1234.**

103870M

[Driving](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1235.**

103870K

[Rock Paper Scissors \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1236.**

103870L

[Quantum Schmovements](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1237.**

103870J

[Thomas Game Revisited Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1238.**

103870I

[Counting Flags](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1239.**

103870G

[XOR Fun](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1240.**

103870H

[Zero Trust](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1241.**

103870E

[Mixed Economy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1242.**

103870F

[Cloning](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1243.**

103870C

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1244.**

103870D

[Penalty](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1245.**

103870B

[Sanity](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1246.**

105022I

[Find Iron Bundle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1247.**

105022H

[One Step Closer To The AK](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1248.**

105022G

[Just Visiting Relatives](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1249.**

105022F

[Sparkle's Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1250.**

105022E

[Distressed Driver](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1251.**

105022D

[Air Taxi Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1252.**

105022C

[Car Go or Not Car Go](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1253.**

105022B

[Twin Trucks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1254.**

105022A

[Truck-Kun](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1255.**

105006C

[The Corgi Genes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1256.**

104936F

[Beavers and Revaebs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1257.**

104936E

[101 Things To Do Before You Graduate](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1258.**

104935D

[Tree 2-Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1259.**

104935C

[Tromino Packing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1260.**

104935B

[Min-Max Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1261.**

104935A

[Monotonically Increasing Tardiness Informatics Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1262.**

104931I

[Pineapple Upside Down Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1263.**

104931J

[Careful Cookout](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1264.**

104931H

[Australian Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1265.**

104931G

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

Rating: — · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1266.**

104931F

[Down Up Disco](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1267.**

104931C

[Gambler's Chocolate Cove](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1268.**

104931E

[Up Down Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1269.**

104931D

[The World Turned Upside Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1270.**

100168R

[A@CjC 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7CαC](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1271.**

100168L

[ADjCjC 2CT:D\\$>D 0](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1272.**

100168B

[B43CjC Ä5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1273.**

104287J

[Two and Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1274.**

103886B

[Cereal Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1275.**

104520L

[Easy Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

**1276.**

104520J

[TeamsCode Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1277.**

104520I

[Counting Palindromic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1278.**

104520H

[Permutator](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1279.**

104520G

[Maximum Xor](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1280.**

104520F

[Maximum Trust](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1281.**

104520E

[Evil problemsetters](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1282.**

104520D

[Yet Another Math Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1283.**

104520C

[Largest Palindromic Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1284.**

104520B

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

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1285.**

104520A

[Who is cooking?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1286.**

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · last AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1287.**

104522D

[Mismatched Material](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1288.**

104522C

[Cereal Trees III](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1289.**

104522B

[Cascading Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · last AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1290.**

104522A

[World's Hardest Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1291.**

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1292.**

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1293.**

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1294.**

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1295.**

104520K

[Med and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1296.**

103886C

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1297.**

103886A

[Cereal Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

**1298.**

100135A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1299.**

104287H

[A Certain Scientific Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1300.**

104287G

[Daggers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1301.**

104287F

[Greatest Common Mutiple](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1302.**

104287E

[Cyclic Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1303.**

104287D

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

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1304.**

104287C

[No Sweep](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1305.**

104287B

[Mountain Climbing Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1306.**

104287A

[Are you busy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yuan-shen's solution](#)

**1307.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[yuan-shen's solution](#)

**1308.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, geometry, math

[yuan-shen's solution](#)

**1309.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: \*special, expression parsing, strings  
[yuan-shen's solution](#)

### 1310.

104236C

[Testing Building Strength](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1311.

103643F

[Changing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1312.

103643D

[Sticky Spelling Situation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1313.

103643C

[Painting Fences \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1314.

103643B

[Operations](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1315.

103643A

[Meeting Minutes](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1316.

104236F

[Meltdown](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1317.

104236G

[Aranara Game \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1318.

102951B

[Studying Algorithms](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · last AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1319.

102951D

[Static Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · last AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yuan-shen's solution](#)

### 1320.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

### 1321.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, divide and conquer, implementation, math

[yuan-shen's solution](#)

### 1322.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-10-04 · Text (first AC) · Tags: \*special, constructive algorithms

[yuan-shen's solution](#)

### 1323.

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · last AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yuan-shen's solution](#)

### 1324.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, trees

[yuan-shen's solution](#)