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Unique solved — ywwuyi

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

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

Filters: none

Count: 341

- 1.**
2195A
[Sieve of Erato67henes](#) · [Tutorial](#)
Quality: 35,443 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ywwuyi's solution](#)
- 2.**
2185B
[Prefix Max](#) · [Tutorial](#)
Quality: 40,688 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ywwuyi's solution](#)
- 3.**
2185A
[Perfect Root](#) · [Tutorial](#)
Quality: 43,065 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ywwuyi's solution](#)
- 4.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[ywwuyi's solution](#)
- 5.**
2178A
[Yes or Yes](#) · [Tutorial](#)
Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ywwuyi's solution](#)
- 6.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ywwuyi's solution](#)
- 7.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[ywwuyi's solution](#)
- 8.**
2176A
[Operations with Inversions](#) · [Tutorial](#)
Quality: 29,066 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[ywwuyi's solution](#)
- 9.**
2164A
[Sequence Game](#) · [Tutorial](#)
Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[ywwuyi's solution](#)
- 10.**
2154A
[Notelock](#) · [Tutorial](#)

Quality: 23,164 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
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11.

2153B

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

Quality: 22,586 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[ywwuyi's solution](#)

12.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ywwuyi's solution](#)

13.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ywwuyi's solution](#)

14.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,160 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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15.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ywwuyi's solution](#)

16.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[ywwuyi's solution](#)

17.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[ywwuyi's solution](#)

18.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ywwuyi's solution](#)

19.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math
[ywwuyi's solution](#)

20.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,266 global accepts · Rating: 800 · first AC: 2024-12-16 · PyPy 3-64 (first AC) · Tags: greedy, math
[ywwuyi's solution](#)

21.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,971 global accepts · Rating: 800 · first AC: 2024-12-16 · PyPy 3-64 (first AC) · Tags: implementation, strings
[ywwuyi's solution](#)

22.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,204 global accepts · Rating: 800 · first AC: 2024-12-16 · PyPy 3-64 (first AC) · Tags: brute force, math
[ywwuyi's solution](#)

23.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,698 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[ywwuyi's solution](#)

24.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[ywwuyi's solution](#)

25.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[ywwuyi's solution](#)

26.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[ywwuyi's solution](#)

27.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,006 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
[ywwuyi's solution](#)

28.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,909 global accepts · Rating: 800 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[ywwuyi's solution](#)

29.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ywwuyi's solution](#)

30.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,454 global accepts · Rating: 800 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[ywwuyi's solution](#)

31.

1851A

[Escalator Conversations](#) · [Tutorial](#)

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[ywwuyi's solution](#)

32.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[ywwuyi's solution](#)

33.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ywwuyi's solution](#)

34.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ywwuyi's solution](#)

35.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ywwuyi's solution](#)

36.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[ywwuyi's solution](#)

37.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,716 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ywwuyi's solution](#)

38.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,994 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ywwuyi's solution](#)

39.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[ywwuyi's solution](#)

40.

1560A

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

Quality: 73,507 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ywwuyi's solution](#)

41.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,849 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[ywwuyi's solution](#)

42.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,973 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[ywwuyi's solution](#)

43.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,581 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[ywwuyi's solution](#)

44.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[ywwuyi's solution](#)

45.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings
[ywwuyi's solution](#)

46.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,472 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings
[ywwuyi's solution](#)

47.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,360 global accepts · Rating: 900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[ywwuyi's solution](#)

48.

2176B

[Optimal Shifts](#) · [Tutorial](#)

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

49.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[ywwuyi's solution](#)

50.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,808 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ywwuyi's solution](#)

51.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,546 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ywwuyi's solution](#)

52.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[ywwuyi's solution](#)

53.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[ywwuyi's solution](#)

54.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ywwuyi's solution](#)

55.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,364 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ywwuyi's solution](#)

56.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ywwuyi's solution](#)

57.

1614B

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

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[ywwuyi's solution](#)

58.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[ywwuyi's solution](#)

59.

2195C

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

Quality: 20,521 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ywwuyi's solution](#)

60.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,677 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[ywwuyi's solution](#)

61.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ywwuyi's solution](#)

62.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,987 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[ywwuyi's solution](#)

63.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ywwuyi's solution](#)

64.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[ywwuyi's solution](#)

65.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ywwuyi's solution](#)

66.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2024-12-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[ywwuyi's solution](#)

67.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ywwuyi's solution](#)

68.

2025B

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

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ywwuyi's solution](#)

69.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ywwuyi's solution](#)

70.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ywwuyi's solution](#)

71.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[ywwuyi's solution](#)

72.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[ywwuyi's solution](#)

73.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2026-03-04 · PyPy 3 (first AC) · Tags: dp, greedy, math
[ywwuyi's solution](#)

74.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[ywwuyi's solution](#)

75.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[ywwuyi's solution](#)

76.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[ywwuyi's solution](#)

77.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[ywwuyi's solution](#)

78.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math
[ywwuyi's solution](#)

79.

1857C

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

Quality: 41,745 global accepts · Rating: 1200 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[ywwuyi's solution](#)

80.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,643 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[ywwuyi's solution](#)

81.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,653 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ywwuyi's solution](#)

82.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ywwuyi's solution](#)

83.

2176C

[Odd Process](#) · [Tutorial](#)

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

[ywwuyi's solution](#)

84.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,105 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ywwuyi's solution](#)

85.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,399 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[ywwuyi's solution](#)

86.

2152B

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

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

[ywwuyi's solution](#)

87.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-16 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, number theory

[ywwuyi's solution](#)

88.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[ywwuyi's solution](#)

89.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[ywwuyi's solution](#)

90.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ywwuyi's solution](#)

91.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[ywwuyi's solution](#)

92.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[ywwuyi's solution](#)

93.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[ywwuyi's solution](#)

94.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ywwuyi's solution](#)

95.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[ywwuyi's solution](#)

96.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[ywwuyi's solution](#)

97.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ywwuyi's solution](#)

98.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[ywwuyi's solution](#)

99.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[ywwuyi's solution](#)

100.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,704 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[ywwuyi's solution](#)

101.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[ywwuyi's solution](#)

102.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[ywwuyi's solution](#)

103.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[ywwuyi's solution](#)

104.

2195E

[Idiot First Search · Tutorial](#)

Quality: 8,549 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[ywwuyi's solution](#)

105.

2185E

[The Robotic Rush · Tutorial](#)

Quality: 10,219 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[ywwuyi's solution](#)

106.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ywwuyi's solution](#)

107.

2183C

[War Strategy · Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[ywwuyi's solution](#)

108.

2153C

[Symmetrical Polygons · Tutorial](#)

Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[ywwuyi's solution](#)

109.

2155C

[The Ancient Wizards' Capes · Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[ywwuyi's solution](#)

110.

1272D

[Remove One Element · Tutorial](#)

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[ywwuyi's solution](#)

111.

1207C

[Gas Pipeline · Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ywwuyi's solution](#)

112.

1857E

[Power of Points · Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[ywwuyi's solution](#)

113.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[ywwuyi's solution](#)

114.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[ywwuyi's solution](#)

115.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[ywwuyi's solution](#)

116.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings
[ywwuyi's solution](#)

117.

2084D

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

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

118.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[ywwuyi's solution](#)

119.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math
[ywwuyi's solution](#)

120.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[ywwuyi's solution](#)

121.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[ywwuyi's solution](#)

122.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[ywwuyi's solution](#)

123.

2203D

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

Quality: 5,429 global accepts · Rating: 1700 · first AC: 2026-03-03 · last AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[ywwuyi's solution](#)

124.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[ywwuyi's solution](#)

125.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ywwuyi's solution](#)

126.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[ywwuyi's solution](#)

127.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[ywwuyi's solution](#)

128.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[ywwuyi's solution](#)

129.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[ywwuyi's solution](#)

130.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[ywwuyi's solution](#)

131.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ywwuyi's solution](#)

132.

1879D

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

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[ywwuyi's solution](#)

133.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[ywwuyi's solution](#)

134.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,306 global accepts · Rating: 1800 · first AC: 2026-01-18 · last AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[ywwuyi's solution](#)

135.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

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

[ywwuyi's solution](#)

136.

1981C

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

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2025-11-13 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[ywwuyi's solution](#)

137.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[ywwuyi's solution](#)

138.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ywwuyi's solution](#)

139.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,660 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[ywwuyi's solution](#)

140.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[ywwuyi's solution](#)

141.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[ywwuyi's solution](#)

142.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[ywwuyi's solution](#)

143.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[ywwuyi's solution](#)

144.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[ywwuyi's solution](#)

145.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ywwuyi's solution](#)

146.

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

[ywwuyi's solution](#)

147.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[ywwuyi's solution](#)

148.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ywwuyi's solution](#)

149.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[ywwuyi's solution](#)

150.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · last AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[ywwuyi's solution](#)

151.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[ywwuyi's solution](#)

152.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[ywwuyi's solution](#)

153.

1015E2

[Stars Drawing \(Hard Edition\) · Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[ywwuyi's solution](#)

154.

2165B

[Marble Council · Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[ywwuyi's solution](#)

155.

607B

[Zuma · Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2025-11-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ywwuyi's solution](#)

156.

2154D

[Catshock · Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[ywwuyi's solution](#)

157.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[ywwuyi's solution](#)

158.

2044F

[Easy Demon Problem · Tutorial](#)

Quality: 6,042 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[ywwuyi's solution](#)

159.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[ywwuyi's solution](#)

160.

1560F1

[Nearest Beautiful Number \(easy version\) · Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[ywwuyi's solution](#)

161.

2195F

[Parabola Independence · Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · last AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[ywwuyi's solution](#)

162.

2178E

[Flatten or Concatenate · Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[ywwuyi's solution](#)

163.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[ywwuyi's solution](#)

164.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[ywwuyi's solution](#)

165.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, number theory

[ywwuyi's solution](#)

166.

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[ywwuyi's solution](#)

167.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ywwuyi's solution](#)

168.

2063D

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

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[ywwuyi's solution](#)

169.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[ywwuyi's solution](#)

170.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ywwuyi's solution](#)

171.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[ywwuyi's solution](#)

172.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[ywwuyi's solution](#)

173.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 2000 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[ywwuyi's solution](#)

174.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[ywwuyi's solution](#)

175.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ywwuyi's solution](#)

176.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[ywwuyi's solution](#)

177.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,215 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ywwuyi's solution](#)

178.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ywwuyi's solution](#)

179.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[ywwuyi's solution](#)

180.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[ywwuyi's solution](#)

181.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[ywwuyi's solution](#)

182.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[ywwuyi's solution](#)

183.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[ywwuyi's solution](#)

184.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[ywwuyi's solution](#)

185.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[ywwuyi's solution](#)

186.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ywwuyi's solution](#)

187.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[ywwuyi's solution](#)

188.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ywwuyi's solution](#)

189.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[ywwuyi's solution](#)

190.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[ywwuyi's solution](#)

191.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · last AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[ywwuyi's solution](#)

192.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[ywwuyi's solution](#)

193.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[ywwuyi's solution](#)

194.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[ywwuyi's solution](#)

195.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities
[ywwuyi's solution](#)

196.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[ywwuyi's solution](#)

197.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings
[ywwuyi's solution](#)

198.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[ywwuyi's solution](#)

199.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
[ywwuyi's solution](#)

200.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ywwuyi's solution](#)

201.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math
[ywwuyi's solution](#)

202.

2195G

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

Quality: 1,044 global accepts · Rating: 2300 · first AC: 2026-02-15 · last AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[ywwuyi's solution](#)**203.**

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[ywwuyi's solution](#)**204.**

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation

[ywwuyi's solution](#)**205.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[ywwuyi's solution](#)**206.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ywwuyi's solution](#)**207.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ywwuyi's solution](#)**208.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

[ywwuyi's solution](#)**209.**

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[ywwuyi's solution](#)**210.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[ywwuyi's solution](#)**211.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[ywwuyi's solution](#)

212.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[ywwuyi's solution](#)

213.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[ywwuyi's solution](#)

214.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[ywwuyi's solution](#)

215.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[ywwuyi's solution](#)

216.

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

[ywwuyi's solution](#)

217.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[ywwuyi's solution](#)

218.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[ywwuyi's solution](#)

219.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[ywwuyi's solution](#)

220.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ywwuyi's solution](#)

221.

2176E

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

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

[ywwuyi's solution](#)

222.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[ywwuyi's solution](#)

223.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[ywwuyi's solution](#)

224.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[ywwuyi's solution](#)

225.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[ywwuyi's solution](#)

226.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[ywwuyi's solution](#)

227.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[ywwuyi's solution](#)

228.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ywwuyi's solution](#)

229.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[ywwuyi's solution](#)

230.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[ywwuyi's solution](#)

231.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[ywwuyi's solution](#)

232.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-04 · last AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ywwuyi's solution](#)

233.

1986G2

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

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[ywwuyi's solution](#)

234.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[ywwuyi's solution](#)

235.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[ywwuyi's solution](#)

236.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ywwuyi's solution](#)

237.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ywwuyi's solution](#)

238.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[ywwuyi's solution](#)

239.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[ywwuyi's solution](#)

240.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[ywwuyi's solution](#)

241.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: math

[ywwuyi's solution](#)

242.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[ywwuyi's solution](#)

243.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
[ywwuyi's solution](#)

244.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, number theory
[ywwuyi's solution](#)

245.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar
[ywwuyi's solution](#)

246.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation
[ywwuyi's solution](#)

247.

2025F

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

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[ywwuyi's solution](#)

248.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[ywwuyi's solution](#)

249.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[ywwuyi's solution](#)

250.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[ywwuyi's solution](#)

251.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2026-04-16 · last AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, fft

[ywwuyi's solution](#)

252.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[ywwuyi's solution](#)

253.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[ywwuyi's solution](#)

254.

2180F1

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

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[ywwuyi's solution](#)

255.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[ywwuyi's solution](#)

256.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-11-15 · last AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[ywwuyi's solution](#)

257.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-10-19 · last AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[ywwuyi's solution](#)

258.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-05 · last AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[ywwuyi's solution](#)

259.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[ywwuyi's solution](#)

260.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[ywwuyi's solution](#)

261.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[ywwuyi's solution](#)

262.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[ywwuyi's solution](#)

263.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[ywwuyi's solution](#)

264.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-19 · last AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[ywwuyi's solution](#)

265.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[ywwuyi's solution](#)

266.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[ywwuyi's solution](#)

267.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[ywwuyi's solution](#)

268.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[ywwuyi's solution](#)

269.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs

[ywwuyi's solution](#)

270.

104813H

[Energy Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ywwuyi's solution](#)

271.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ywwuyi's solution](#)

272.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ywwuyi's solution](#)

273.

104813C

[Karshilov's Matching Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ywwuyi's solution](#)

274.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ywwuyi's solution](#)

275.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ywwuyi's solution](#)

276.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ywwuyi's solution](#)

277.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ywwuyi's solution](#)

278.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ywwuyi's solution](#)

279.

106072A

[Angry Birds](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ywwuyi's solution](#)

280.

106072J

[Reconstruct the tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ywwuyi's solution](#)

281.

106072I

[DAG Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ywwuyi's solution](#)

282.

106072H

[Tree Shuffling](#) · [Tutorial](#)

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