

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

<https://cfelitetracker.vercel.app>

Unique solved — zacharychao

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

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

Filters: none

Count: 2,041

1.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,845 global accepts · Rating: 800 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

2.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,837 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[zacharychao's solution](#)

3.

2211A

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

Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

4.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[zacharychao's solution](#)

5.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[zacharychao's solution](#)

6.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,494 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[zacharychao's solution](#)

7.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,154 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[zacharychao's solution](#)

8.

2176A

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

Quality: 29,082 global accepts · Rating: 800 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[zacharychao's solution](#)

9.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

10.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[zacharychao's solution](#)

11.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,124 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[zacharychao's solution](#)

12.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[zacharychao's solution](#)

13.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,735 global accepts · Rating: 800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

14.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

15.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

16.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

17.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[zacharychao's solution](#)

18.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,561 global accepts · Rating: 800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[zacharychao's solution](#)

19.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[zacharychao's solution](#)

20.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
[zacharychao's solution](#)

21.

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[zacharychao's solution](#)

22.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

23.

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

24.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,872 global accepts · Rating: 800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: math
[zacharychao's solution](#)

25.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[zacharychao's solution](#)

26.

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math
[zacharychao's solution](#)

27.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math
[zacharychao's solution](#)

28.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[zacharychao's solution](#)

29.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[zacharychao's solution](#)

30.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

31.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,700 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

32.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

33.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[zacharychao's solution](#)

34.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zacharychao's solution](#)

35.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

36.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[zacharychao's solution](#)

37.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[zacharychao's solution](#)

38.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[zacharychao's solution](#)

39.

2020A

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

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[zacharychao's solution](#)

40.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zacharychao's solution](#)

41.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[zacharychao's solution](#)

42.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zacharychao's solution](#)

43.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[zacharychao's solution](#)

44.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[zacharychao's solution](#)

45.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[zacharychao's solution](#)

46.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zacharychao's solution](#)

47.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

48.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[zacharychao's solution](#)

49.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[zacharychao's solution](#)

50.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[zacharychao's solution](#)

51.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

52.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

53.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[zacharychao's solution](#)

54.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

55.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

56.

1974B

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

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[zacharychao's solution](#)

57.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,924 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

58.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,914 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

59.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[zacharychao's solution](#)

60.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[zacharychao's solution](#)

61.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[zacharychao's solution](#)

62.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

63.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

64.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zacharychao's solution](#)

65.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[zacharychao's solution](#)

66.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

67.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

68.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zacharychao's solution](#)

69.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,157 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

70.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

71.

1905A

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

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

[zacharychao's solution](#)

72.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

73.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

74.

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: strings

[zacharychao's solution](#)

75.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[zacharychao's solution](#)

76.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,335 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[zacharychao's solution](#)

77.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[zacharychao's solution](#)

78.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,741 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

79.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

80.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

81.

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, strings

[zacharychao's solution](#)

82.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

83.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

84.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[zacharychao's solution](#)

85.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[zacharychao's solution](#)

86.

1777A

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

Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

87.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

88.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,037 global accepts · Rating: 800 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[zacharychao's solution](#)

89.

1791C

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

Quality: 74,211 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[zacharychao's solution](#)

90.

1791B

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

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[zacharychao's solution](#)

91.

1791A

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

Quality: 80,640 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

92.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

93.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[zacharychao's solution](#)

94.

1783A

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

Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings
[zacharychao's solution](#)

95.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[zacharychao's solution](#)

96.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

97.

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[zacharychao's solution](#)

98.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[zacharychao's solution](#)

99.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

100.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

101.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[zacharychao's solution](#)

102.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[zacharychao's solution](#)

103.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

104.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,060 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

105.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zacharychao's solution](#)

106.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zacharychao's solution](#)

107.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[zacharychao's solution](#)

108.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[zacharychao's solution](#)

109.

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[zacharychao's solution](#)

110.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

111.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,639 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[zacharychao's solution](#)

112.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: math
[zacharychao's solution](#)

113.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

114.

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math
[zacharychao's solution](#)

115.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[zacharychao's solution](#)

116.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[zacharychao's solution](#)

117.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zacharychao's solution](#)

118.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[zacharychao's solution](#)

119.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[zacharychao's solution](#)

120.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zacharychao's solution](#)

121.

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zacharychao's solution](#)

122.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

123.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zacharychao's solution](#)

124.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[zacharychao's solution](#)

125.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[zacharychao's solution](#)

126.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zacharychao's solution](#)

127.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zacharychao's solution](#)

128.

1741A

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

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

129.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[zacharychao's solution](#)

130.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

131.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

132.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[zacharychao's solution](#)

133.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

134.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[zacharychao's solution](#)

135.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[zacharychao's solution](#)

136.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[zacharychao's solution](#)

137.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zacharychao's solution](#)

138.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[zacharychao's solution](#)

139.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[zacharychao's solution](#)

140.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

141.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[zacharychao's solution](#)

142.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

143.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,646 global accepts · Rating: 800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

144.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

145.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zacharychao's solution](#)

146.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zacharychao's solution](#)

147.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[zacharychao's solution](#)

148.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zacharychao's solution](#)

149.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[zacharychao's solution](#)

150.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[zacharychao's solution](#)

151.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

152.

1713A

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

Quality: 22,821 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[zacharychao's solution](#)

153.

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

[zacharychao's solution](#)

154.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

155.

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

[zacharychao's solution](#)

156.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,782 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[zacharychao's solution](#)

157.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[zacharychao's solution](#)

158.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[zacharychao's solution](#)

159.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[zacharychao's solution](#)

160.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

161.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

162.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[zacharychao's solution](#)

163.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,190 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[zacharychao's solution](#)

164.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,264 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[zacharychao's solution](#)

165.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zacharychao's solution](#)

166.

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

167.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

168.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

169.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zacharychao's solution](#)

170.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

171.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[zacharychao's solution](#)

172.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[zacharychao's solution](#)

173.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[zacharychao's solution](#)

174.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[zacharychao's solution](#)

175.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zacharychao's solution](#)

176.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: games

[zacharychao's solution](#)

177.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,439 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

178.

1692C

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

Quality: 38,919 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

179.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,766 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

180.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

181.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[zacharychao's solution](#)

182.

1690A

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

Quality: 35,635 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zacharychao's solution](#)

183.

1690C

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

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[zacharychao's solution](#)

184.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

185.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[zacharychao's solution](#)

186.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

187.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[zacharychao's solution](#)

188.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[zacharychao's solution](#)

189.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[zacharychao's solution](#)

190.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

191.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[zacharychao's solution](#)

192.

1676C

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

Quality: 34,641 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[zacharychao's solution](#)

193.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,652 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[zacharychao's solution](#)

194.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,439 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

195.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

196.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,025 global accepts · Rating: 800 · first AC: 2021-01-17 · last AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zacharychao's solution](#)

197.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

198.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[zacharychao's solution](#)

199.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zacharychao's solution](#)

200.

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings
[zacharychao's solution](#)

201.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

202.

1669C

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

Quality: 41,484 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[zacharychao's solution](#)

203.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,553 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

204.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,566 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

205.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

206.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

207.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

208.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

209.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[zacharychao's solution](#)

210.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

211.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[zacharychao's solution](#)

212.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[zacharychao's solution](#)

213.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

214.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[zacharychao's solution](#)

215.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

216.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[zacharychao's solution](#)

217.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

218.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

219.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

220.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[zacharychao's solution](#)

221.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math
[zacharychao's solution](#)

222.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zacharychao's solution](#)

223.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

224.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zacharychao's solution](#)

225.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

226.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[zacharychao's solution](#)

227.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

228.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[zacharychao's solution](#)

229.

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[zacharychao's solution](#)

230.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

231.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

232.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[zacharychao's solution](#)

233.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

234.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

235.

1560A

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

Quality: 73,518 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

236.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[zacharychao's solution](#)

237.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

238.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[zacharychao's solution](#)

239.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,365 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

240.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

241.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zacharychao's solution](#)

242.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

243.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

244.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[zacharychao's solution](#)

245.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[zacharychao's solution](#)

246.

1547A

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

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

247.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

248.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zacharychao's solution](#)

249.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[zacharychao's solution](#)

250.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

251.

1538B

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

Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

252.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[zacharychao's solution](#)

253.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

254.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[zacharychao's solution](#)

255.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[zacharychao's solution](#)

256.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[zacharychao's solution](#)

257.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

258.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

259.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[zacharychao's solution](#)

260.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[zacharychao's solution](#)

261.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zacharychao's solution](#)

262.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

263.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[zacharychao's solution](#)

264.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

265.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

266.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

267.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,812 global accepts · Rating: 800 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

268.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[zacharychao's solution](#)

269.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,840 global accepts · Rating: 800 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[zacharychao's solution](#)

270.

1372A

[Omkar and Completion](#) · [Tutorial](#)

Quality: 33,482 global accepts · Rating: 800 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zacharychao's solution](#)

271.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[zacharychao's solution](#)

272.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[zacharychao's solution](#)

273.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

274.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[zacharychao's solution](#)

275.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,465 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

276.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

277.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,786 global accepts · Rating: 800 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

[zacharychao's solution](#)

278.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

279.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,305 global accepts · Rating: 800 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

280.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

281.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

282.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[zacharychao's solution](#)

283.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[zacharychao's solution](#)

284.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,437 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

285.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

286.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

287.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

288.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[zacharychao's solution](#)

289.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

290.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[zacharychao's solution](#)

291.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

292.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[zacharychao's solution](#)

293.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[zacharychao's solution](#)

294.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

295.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,953 global accepts · Rating: 800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

296.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

297.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

298.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[zacharychao's solution](#)

299.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

300.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

301.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[zacharychao's solution](#)

302.

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

303.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

304.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[zacharychao's solution](#)

305.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

306.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

307.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

308.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

309.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

310.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

311.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,125 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

312.

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

313.

1003A

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

Quality: 29,986 global accepts · Rating: 800 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

314.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,813 global accepts · Rating: 800 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[zacharychao's solution](#)

315.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 800 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

316.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[zacharychao's solution](#)

317.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: strings
[zacharychao's solution](#)

318.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

319.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,616 global accepts · Rating: 800 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

320.

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities
[zacharychao's solution](#)

321.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[zacharychao's solution](#)

322.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,504 global accepts · Rating: 800 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

323.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

324.

1005A

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

Quality: 27,511 global accepts · Rating: 800 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

325.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zacharychao's solution](#)

326.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

327.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[zacharychao's solution](#)

328.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

329.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

330.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,688 global accepts · Rating: 800 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[zacharychao's solution](#)

331.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,422 global accepts · Rating: 800 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[zacharychao's solution](#)

332.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,031 global accepts · Rating: 800 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

333.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[zacharychao's solution](#)

334.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,770 global accepts · Rating: 800 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation
[zacharychao's solution](#)

335.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

336.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

337.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

338.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

339.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

340.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[zacharychao's solution](#)

341.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[zacharychao's solution](#)

342.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[zacharychao's solution](#)

343.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,098 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[zacharychao's solution](#)

344.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

345.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

346.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

347.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

348.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

349.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,554 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

350.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory
[zacharychao's solution](#)

351.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

352.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

353.

1352A

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

Quality: 104,153 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

354.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zacharychao's solution](#)

355.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

356.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,813 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

357.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,415 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[zacharychao's solution](#)

358.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,390 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[zacharychao's solution](#)

359.

1328A

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

Quality: 131,931 global accepts · Rating: 800 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

360.

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

361.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[zacharychao's solution](#)

362.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,971 global accepts · Rating: 800 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

363.

228A

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

Quality: 139,835 global accepts · Rating: 800 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

364.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,418 global accepts · Rating: 800 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[zacharychao's solution](#)

365.

469A

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

Quality: 121,224 global accepts · Rating: 800 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

366.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,123 global accepts · Rating: 800 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

367.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,826 global accepts · Rating: 800 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

368.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[zacharychao's solution](#)

369.

443A

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

Quality: 112,083 global accepts · Rating: 800 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[zacharychao's solution](#)

370.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[zacharychao's solution](#)

371.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

372.

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,567 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math
[zacharychao's solution](#)

373.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,512 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

374.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

375.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[zacharychao's solution](#)

376.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[zacharychao's solution](#)

377.

155A

[I love \%username%](#) · [Tutorial](#)

Quality: 93,678 global accepts · Rating: 800 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[zacharychao's solution](#)

378.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,613 global accepts · Rating: 800 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

379.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

380.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zacharychao's solution](#)

381.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

382.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,014 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[zacharychao's solution](#)

383.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[zacharychao's solution](#)

384.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

385.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,659 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

386.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[zacharychao's solution](#)

387.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zacharychao's solution](#)

388.

1462A

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

Quality: 48,979 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[zacharychao's solution](#)

389.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zacharychao's solution](#)

390.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

391.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[zacharychao's solution](#)

392.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[zacharychao's solution](#)

393.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

394.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,559 global accepts · Rating: 800 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

395.

486A

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

Quality: 154,170 global accepts · Rating: 800 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

396.

1030A

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

Quality: 171,497 global accepts · Rating: 800 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

397.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

398.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,675 global accepts · Rating: 800 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

399.

467A

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

Quality: 155,972 global accepts · Rating: 800 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

400.

112A

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

Quality: 287,311 global accepts · Rating: 800 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

401.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,574 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

402.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,493 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

403.

110A

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

Quality: 199,537 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

404.

266B

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

Quality: 166,109 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[zacharychao's solution](#)

405.

59A

[Word](#) · [Tutorial](#)

Quality: 227,991 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

406.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,197 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

407.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

408.

977A

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

Quality: 217,537 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

409.

791A

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

Quality: 257,292 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

410.

546A

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

Quality: 235,259 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[zacharychao's solution](#)

411.

266A

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

Quality: 244,624 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

412.

281A

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

Quality: 271,050 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

413.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,426 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[zacharychao's solution](#)

414.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,073 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

415.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,378 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

416.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,792 global accepts · Rating: 800 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

417.

231A

[Team](#) · [Tutorial](#)

Quality: 430,360 global accepts · Rating: 800 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[zacharychao's solution](#)

418.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,445 global accepts · Rating: 800 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

419.

71A

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

Quality: 503,373 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: strings

[zacharychao's solution](#)

420.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,547 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[zacharychao's solution](#)

421.

144A

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

Quality: 121,436 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

422.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,103 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[zacharychao's solution](#)

423.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,739 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[zacharychao's solution](#)

424.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,902 global accepts · Rating: 900 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

425.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

426.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[zacharychao's solution](#)

427.

2007B

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

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[zacharychao's solution](#)

428.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

429.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

430.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[zacharychao's solution](#)

431.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[zacharychao's solution](#)

432.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy
[zacharychao's solution](#)

433.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[zacharychao's solution](#)

434.

1779B

[MKnez's Constructive Forces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[zacharychao's solution](#)

435.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

436.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[zacharychao's solution](#)

437.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[zacharychao's solution](#)

438.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

439.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

440.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[zacharychao's solution](#)

441.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zacharychao's solution](#)

442.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[zacharychao's solution](#)

443.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,564 global accepts · Rating: 900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

444.

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

445.

1714A

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

446.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[zacharychao's solution](#)

447.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[zacharychao's solution](#)

448.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zacharychao's solution](#)

449.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[zacharychao's solution](#)

450.

1696B

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

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zacharychao's solution](#)

451.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

452.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zacharychao's solution](#)

453.

611A

[New Year and Days](#) · [Tutorial](#)

Quality: 12,180 global accepts · Rating: 900 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

454.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[zacharychao's solution](#)

455.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

456.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[zacharychao's solution](#)

457.

1589C

[Two Arrays](#) · [Tutorial](#)

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

458.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math
[zacharychao's solution](#)

459.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings
[zacharychao's solution](#)

460.

1582B

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

Quality: 33,374 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[zacharychao's solution](#)

461.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math
[zacharychao's solution](#)

462.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[zacharychao's solution](#)

463.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[zacharychao's solution](#)

464.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[zacharychao's solution](#)

465.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[zacharychao's solution](#)

466.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,323 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

467.

115A

[Party](#) · [Tutorial](#)

Quality: 43,364 global accepts · Rating: 900 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[zacharychao's solution](#)

468.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[zacharychao's solution](#)

469.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[zacharychao's solution](#)

470.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

471.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

472.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

473.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[zacharychao's solution](#)

474.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

475.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

476.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

477.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[zacharychao's solution](#)

478.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[zacharychao's solution](#)

479.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

480.

1095B

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

Quality: 24,340 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

481.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[zacharychao's solution](#)

482.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
[zacharychao's solution](#)

483.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[zacharychao's solution](#)

484.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

485.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

486.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[zacharychao's solution](#)

487.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[zacharychao's solution](#)

488.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[zacharychao's solution](#)

489.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

490.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

491.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

492.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

493.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

494.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

495.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

496.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[zacharychao's solution](#)

497.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

498.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

499.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[zacharychao's solution](#)

500.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,710 global accepts · Rating: 900 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

501.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

502.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[zacharychao's solution](#)

503.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,848 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[zacharychao's solution](#)

504.

1471A

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

Quality: 38,220 global accepts · Rating: 900 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[zacharychao's solution](#)

505.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: strings
[zacharychao's solution](#)

506.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

507.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

508.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,969 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

509.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

510.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 900 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

511.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,053 global accepts · Rating: 900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[zacharychao's solution](#)

512.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

513.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,923 global accepts · Rating: 900 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

514.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,500 global accepts · Rating: 900 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

515.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

516.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[zacharychao's solution](#)

517.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,135 global accepts · Rating: 900 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

518.

580A

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

Quality: 104,707 global accepts · Rating: 900 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[zacharychao's solution](#)

519.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

520.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

521.

96A

[Football](#) · [Tutorial](#)

Quality: 193,677 global accepts · Rating: 900 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

522.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,436 global accepts · Rating: 1000 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[zacharychao's solution](#)

523.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings
[zacharychao's solution](#)

524.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,730 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[zacharychao's solution](#)

525.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zacharychao's solution](#)

526.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[zacharychao's solution](#)

527.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[zacharychao's solution](#)

528.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[zacharychao's solution](#)

529.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[zacharychao's solution](#)

530.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[zacharychao's solution](#)

531.

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zacharychao's solution](#)

532.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[zacharychao's solution](#)

533.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[zacharychao's solution](#)

534.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[zacharychao's solution](#)

535.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[zacharychao's solution](#)

536.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: strings

[zacharychao's solution](#)

537.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[zacharychao's solution](#)

538.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

539.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[zacharychao's solution](#)

540.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

541.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[zacharychao's solution](#)

542.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[zacharychao's solution](#)

543.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[zacharychao's solution](#)

544.

1800B

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

Quality: 28,416 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[zacharychao's solution](#)

545.

1785A

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

Rating: 1000 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

546.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[zacharychao's solution](#)

547.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

548.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[zacharychao's solution](#)

549.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

550.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

551.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[zacharychao's solution](#)

552.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[zacharychao's solution](#)

553.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[zacharychao's solution](#)

554.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[zacharychao's solution](#)

555.

1725B

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

Quality: 28,289 global accepts · Rating: 1000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[zacharychao's solution](#)

556.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

557.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

558.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[zacharychao's solution](#)

559.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

560.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zacharychao's solution](#)

561.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

562.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[zacharychao's solution](#)

563.

1690D

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

Quality: 47,057 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[zacharychao's solution](#)

564.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[zacharychao's solution](#)

565.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[zacharychao's solution](#)

566.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[zacharychao's solution](#)

567.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[zacharychao's solution](#)

568.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zacharychao's solution](#)

569.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zacharychao's solution](#)

570.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

571.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[zacharychao's solution](#)

572.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[zacharychao's solution](#)

573.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

574.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[zacharychao's solution](#)

575.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[zacharychao's solution](#)

576.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

577.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
[zacharychao's solution](#)

578.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

579.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

580.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

581.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

582.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[zacharychao's solution](#)

583.

1177A

[Digits Sequence \(Easy Edition\) · Tutorial](#)

Quality: 6,772 global accepts · Rating: 1000 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

584.

1243B1

[Character Swap \(Easy Version\) · Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: strings
[zacharychao's solution](#)

585.

733A

[Grasshopper And the String · Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

586.

732B

[Cormen --- The Best Friend Of a Man · Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[zacharychao's solution](#)

587.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[zacharychao's solution](#)

588.

1008B

[Turn the Rectangles · Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

589.

1520C

[Not Adjacent Matrix · Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

590.

1020B

[Badge · Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[zacharychao's solution](#)

591.

822B

[Crossword solving · Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[zacharychao's solution](#)

592.

1515B

[Phoenix and Puzzle · Tutorial](#)

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[zacharychao's solution](#)

593.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

594.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[zacharychao's solution](#)

595.

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[zacharychao's solution](#)

596.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

597.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

598.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

599.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zacharychao's solution](#)

600.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zacharychao's solution](#)

601.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

602.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

603.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[zacharychao's solution](#)

604.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[zacharychao's solution](#)

605.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

606.

1144C

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

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[zacharychao's solution](#)

607.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

608.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

609.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[zacharychao's solution](#)

610.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

611.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

612.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

613.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

614.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,291 global accepts · Rating: 1000 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[zacharychao's solution](#)

615.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two

pointers

[zacharychao's solution](#)

616.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

617.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

618.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

619.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[zacharychao's solution](#)

620.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[zacharychao's solution](#)

621.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

622.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[zacharychao's solution](#)

623.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1000 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

624.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

625.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

626.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[zacharychao's solution](#)

627.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[zacharychao's solution](#)

628.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[zacharychao's solution](#)

629.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[zacharychao's solution](#)

630.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[zacharychao's solution](#)

631.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

632.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[zacharychao's solution](#)

633.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,061 global accepts · Rating: 1000 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[zacharychao's solution](#)

634.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zacharychao's solution](#)

635.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1000 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

636.

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zacharychao's solution](#)

637.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

638.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,483 global accepts · Rating: 1000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

639.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,709 global accepts · Rating: 1000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[zacharychao's solution](#)

640.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,506 global accepts · Rating: 1000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

641.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[zacharychao's solution](#)

642.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[zacharychao's solution](#)

643.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zacharychao's solution](#)

644.

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

645.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

646.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[zacharychao's solution](#)

647.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[zacharychao's solution](#)

648.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[zacharychao's solution](#)

649.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[zacharychao's solution](#)

650.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

651.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,838 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

652.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[zacharychao's solution](#)

653.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,623 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

654.

339B

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

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

655.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

656.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[zacharychao's solution](#)

657.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,474 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

658.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 1000 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[zacharychao's solution](#)

659.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

660.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,992 global accepts · Rating: 1000 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[zacharychao's solution](#)

661.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[zacharychao's solution](#)

662.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,818 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[zacharychao's solution](#)

663.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

664.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[zacharychao's solution](#)

665.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,297 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[zacharychao's solution](#)

666.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: strings

[zacharychao's solution](#)

667.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,301 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

668.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,407 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

669.

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp,

greedy, math

[zacharychao's solution](#)

670.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1100 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[zacharychao's solution](#)

671.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[zacharychao's solution](#)

672.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,135 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[zacharychao's solution](#)

673.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zacharychao's solution](#)

674.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

675.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[zacharychao's solution](#)

676.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[zacharychao's solution](#)

677.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[zacharychao's solution](#)

678.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[zacharychao's solution](#)

679.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zacharychao's solution](#)

680.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
[zacharychao's solution](#)

681.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[zacharychao's solution](#)

682.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[zacharychao's solution](#)

683.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[zacharychao's solution](#)

684.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zacharychao's solution](#)

685.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[zacharychao's solution](#)

686.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[zacharychao's solution](#)

687.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[zacharychao's solution](#)

688.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[zacharychao's solution](#)

689.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

690.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[zacharychao's solution](#)

691.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[zacharychao's solution](#)

692.

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[zacharychao's solution](#)

693.

1800C2

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

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zacharychao's solution](#)

694.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[zacharychao's solution](#)

695.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zacharychao's solution](#)

696.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

697.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[zacharychao's solution](#)

698.

1760E

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

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

[zacharychao's solution](#)

699.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[zacharychao's solution](#)

700.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[zacharychao's solution](#)

701.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
[zacharychao's solution](#)

702.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

703.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[zacharychao's solution](#)

704.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[zacharychao's solution](#)

705.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[zacharychao's solution](#)

706.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

707.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

708.

755B

[PolandBall and Game](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[zacharychao's solution](#)

709.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[zacharychao's solution](#)

710.

1708B

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

Quality: 28,417 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zacharychao's solution](#)

711.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[zacharychao's solution](#)

712.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[zacharychao's solution](#)

713.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[zacharychao's solution](#)

714.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

715.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[zacharychao's solution](#)

716.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[zacharychao's solution](#)

717.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[zacharychao's solution](#)

718.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[zacharychao's solution](#)

719.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[zacharychao's solution](#)

720.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[zacharychao's solution](#)

721.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

722.

1673B

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

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[zacharychao's solution](#)

723.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

724.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,624 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[zacharychao's solution](#)

725.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings
[zacharychao's solution](#)

726.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[zacharychao's solution](#)

727.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zacharychao's solution](#)

728.

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[zacharychao's solution](#)

729.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[zacharychao's solution](#)

730.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[zacharychao's solution](#)

731.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[zacharychao's solution](#)

732.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[zacharychao's solution](#)

733.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[zacharychao's solution](#)

734.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[zacharychao's solution](#)

735.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

736.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[zacharychao's solution](#)

737.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[zacharychao's solution](#)

738.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

739.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[zacharychao's solution](#)

740.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,086 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zacharychao's solution](#)

741.

1529B

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

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[zacharychao's solution](#)

742.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[zacharychao's solution](#)

743.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,693 global accepts · Rating: 1100 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zacharychao's solution](#)

744.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zacharychao's solution](#)

745.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

746.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

747.

1108B

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

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[zacharychao's solution](#)

748.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

749.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[zacharychao's solution](#)

750.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[zacharychao's solution](#)

751.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

752.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

753.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

754.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[zacharychao's solution](#)

755.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[zacharychao's solution](#)

756.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[zacharychao's solution](#)

757.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

758.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

759.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zacharychao's solution](#)

760.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

761.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

762.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[zacharychao's solution](#)

763.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

764.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

765.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[zacharychao's solution](#)

766.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

767.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

768.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

769.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,331 global accepts · Rating: 1100 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[zacharychao's solution](#)

770.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[zacharychao's solution](#)

771.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

772.

300A

[Array](#) · [Tutorial](#)

Quality: 27,229 global accepts · Rating: 1100 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[zacharychao's solution](#)

773.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

774.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[zacharychao's solution](#)

775.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[zacharychao's solution](#)

776.

368B

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

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[zacharychao's solution](#)

777.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[zacharychao's solution](#)

778.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

779.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[zacharychao's solution](#)

780.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[zacharychao's solution](#)

781.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,857 global accepts · Rating: 1100 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings
[zacharychao's solution](#)

782.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

783.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[zacharychao's solution](#)

784.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

785.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

786.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

787.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

788.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[zacharychao's solution](#)

789.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,095 global accepts · Rating: 1100 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[zacharychao's solution](#)

790.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

791.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,453 global accepts · Rating: 1100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

792.

296A

[Yaroslav and Permutations](#) · [Tutorial](#)

Quality: 26,043 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

793.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,985 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

794.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,977 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

795.

227B

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

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

796.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[zacharychao's solution](#)

797.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

798.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[zacharychao's solution](#)

799.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

800.

706B

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

Quality: 84,481 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[zacharychao's solution](#)

801.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,713 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[zacharychao's solution](#)

802.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

803.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[zacharychao's solution](#)

804.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,825 global accepts · Rating: 1200 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[zacharychao's solution](#)

805.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[zacharychao's solution](#)

806.

2196A

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

Quality: 15,838 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[zacharychao's solution](#)

807.

2175C

[Needle in a Haystack](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[zacharychao's solution](#)

808.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zacharychao's solution](#)

809.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zacharychao's solution](#)

810.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zacharychao's solution](#)

811.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[zacharychao's solution](#)

812.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[zacharychao's solution](#)

813.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[zacharychao's solution](#)

814.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

815.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[zacharychao's solution](#)

816.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[zacharychao's solution](#)

817.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[zacharychao's solution](#)

818.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zacharychao's solution](#)

819.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[zacharychao's solution](#)

820.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[zacharychao's solution](#)

821.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[zacharychao's solution](#)

822.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,106 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[zacharychao's solution](#)

823.

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[zacharychao's solution](#)

824.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[zacharychao's solution](#)

825.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[zacharychao's solution](#)

826.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zacharychao's solution](#)

827.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[zacharychao's solution](#)

828.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[zacharychao's solution](#)

829.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: games

[zacharychao's solution](#)

830.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[zacharychao's solution](#)

831.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

832.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zacharychao's solution](#)

833.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[zacharychao's solution](#)

834.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

835.

1729D

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

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[zacharychao's solution](#)

836.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

837.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[zacharychao's solution](#)

838.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

839.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[zacharychao's solution](#)

840.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[zacharychao's solution](#)

841.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[zacharychao's solution](#)

842.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[zacharychao's solution](#)

843.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

844.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

845.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[zacharychao's solution](#)

846.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[zacharychao's solution](#)

847.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[zacharychao's solution](#)

848.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[zacharychao's solution](#)

849.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[zacharychao's solution](#)

850.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zacharychao's solution](#)

851.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

852.

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[zacharychao's solution](#)

853.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[zacharychao's solution](#)

854.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[zacharychao's solution](#)

855.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[zacharychao's solution](#)

856.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[zacharychao's solution](#)

857.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[zacharychao's solution](#)

858.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[zacharychao's solution](#)

859.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[zacharychao's solution](#)

860.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

861.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zacharychao's solution](#)

862.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[zacharychao's solution](#)

863.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zacharychao's solution](#)

864.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

865.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[zacharychao's solution](#)

866.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

867.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zacharychao's solution](#)

868.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[zacharychao's solution](#)

869.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[zacharychao's solution](#)

870.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[zacharychao's solution](#)

871.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[zacharychao's solution](#)

872.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

873.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zacharychao's solution](#)

874.

914B

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

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[zacharychao's solution](#)

875.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zacharychao's solution](#)

876.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

877.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,049 global accepts · Rating: 1200 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[zacharychao's solution](#)

878.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[zacharychao's solution](#)

879.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[zacharychao's solution](#)

880.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

881.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

882.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zacharychao's solution](#)

883.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zacharychao's solution](#)

884.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[zacharychao's solution](#)

885.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[zacharychao's solution](#)

886.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[zacharychao's solution](#)

887.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

888.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[zacharychao's solution](#)

889.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[zacharychao's solution](#)

890.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[zacharychao's solution](#)

891.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

892.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[zacharychao's solution](#)

893.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[zacharychao's solution](#)

894.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

895.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[zacharychao's solution](#)

896.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

897.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[zacharychao's solution](#)

898.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[zacharychao's solution](#)

899.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[zacharychao's solution](#)

900.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

901.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[zacharychao's solution](#)

902.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

903.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings
[zacharychao's solution](#)

904.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

905.

285C

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

Quality: 7,335 global accepts · Rating: 1200 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zacharychao's solution](#)

906.

803B

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

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

907.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

908.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1200 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

909.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[zacharychao's solution](#)

910.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

911.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[zacharychao's solution](#)

912.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[zacharychao's solution](#)

913.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

914.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[zacharychao's solution](#)

915.

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[zacharychao's solution](#)

916.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

917.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zacharychao's solution](#)

918.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[zacharychao's solution](#)

919.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zacharychao's solution](#)

920.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

921.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

922.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1200 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[zacharychao's solution](#)

923.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

924.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

925.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[zacharychao's solution](#)

926.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zacharychao's solution](#)

927.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[zacharychao's solution](#)

928.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[zacharychao's solution](#)

929.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[zacharychao's solution](#)

930.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,179 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

931.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, schedules

[zacharychao's solution](#)

932.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

933.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[zacharychao's solution](#)

934.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,882 global accepts · Rating: 1200 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[zacharychao's solution](#)

935.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

936.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

937.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

938.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,564 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[zacharychao's solution](#)

939.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[zacharychao's solution](#)

940.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[zacharychao's solution](#)

941.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

942.

492B

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

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math,

sortings

[zacharychao's solution](#)

943.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[zacharychao's solution](#)

944.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1300 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[zacharychao's solution](#)

945.

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[zacharychao's solution](#)

946.

2208C

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

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[zacharychao's solution](#)

947.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[zacharychao's solution](#)

948.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,795 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

949.

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[zacharychao's solution](#)

950.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[zacharychao's solution](#)

951.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

952.

2187A

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

Quality: 15,875 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

953.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

[zacharychao's solution](#)

954.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,227 global accepts · Rating: 1300 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zacharychao's solution](#)

955.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[zacharychao's solution](#)

956.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[zacharychao's solution](#)

957.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[zacharychao's solution](#)

958.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[zacharychao's solution](#)

959.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zacharychao's solution](#)

960.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[zacharychao's solution](#)

961.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zacharychao's solution](#)

962.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[zacharychao's solution](#)

963.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zacharychao's solution](#)

964.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[zacharychao's solution](#)

965.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[zacharychao's solution](#)

966.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zacharychao's solution](#)

967.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[zacharychao's solution](#)

968.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive

[zacharychao's solution](#)

969.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zacharychao's solution](#)

970.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

971.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zacharychao's solution](#)

972.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[zacharychao's solution](#)

973.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[zacharychao's solution](#)

974.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zacharychao's solution](#)

975.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[zacharychao's solution](#)

976.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
[zacharychao's solution](#)

977.

1737B

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

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

978.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[zacharychao's solution](#)

979.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zacharychao's solution](#)

980.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[zacharychao's solution](#)

981.

1703F

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

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[zacharychao's solution](#)

982.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[zacharychao's solution](#)

983.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[zacharychao's solution](#)

984.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

985.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zacharychao's solution](#)

986.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[zacharychao's solution](#)

987.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation
[zacharychao's solution](#)

988.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[zacharychao's solution](#)

989.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[zacharychao's solution](#)

990.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees
[zacharychao's solution](#)

991.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[zacharychao's solution](#)

992.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[zacharychao's solution](#)

993.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[zacharychao's solution](#)

994.

1638C

[Inversion Graph](#) · [Tutorial](#)

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

995.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[zacharychao's solution](#)

996.

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[zacharychao's solution](#)

997.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[zacharychao's solution](#)

998.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[zacharychao's solution](#)

999.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

1000.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zacharychao's solution](#)

1001.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[zacharychao's solution](#)

1002.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[zacharychao's solution](#)

1003.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[zacharychao's solution](#)

1004.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[zacharychao's solution](#)

1005.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zacharychao's solution](#)

1006.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zacharychao's solution](#)

1007.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[zacharychao's solution](#)

1008.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[zacharychao's solution](#)

1009.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[zacharychao's solution](#)

1010.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[zacharychao's solution](#)

1011.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[zacharychao's solution](#)

1012.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[zacharychao's solution](#)

1013.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[zacharychao's solution](#)

1014.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[zacharychao's solution](#)

1015.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)**1016.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[zacharychao's solution](#)**1017.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)**1018.**

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)**1019.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)**1020.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)**1021.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[zacharychao's solution](#)**1022.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[zacharychao's solution](#)**1023.**

1470A

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

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[zacharychao's solution](#)**1024.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[zacharychao's solution](#)**1025.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[zacharychao's solution](#)

1026.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[zacharychao's solution](#)

1027.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

1028.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1300 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[zacharychao's solution](#)

1029.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[zacharychao's solution](#)

1030.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zacharychao's solution](#)

1031.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

1032.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

1033.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

1034.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[zacharychao's solution](#)

1035.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[zacharychao's solution](#)

1036.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[zacharychao's solution](#)

1037.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[zacharychao's solution](#)

1038.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zacharychao's solution](#)

1039.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[zacharychao's solution](#)

1040.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[zacharychao's solution](#)

1041.

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

1042.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

1043.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[zacharychao's solution](#)

1044.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
[zacharychao's solution](#)

1045.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zacharychao's solution](#)

1046.

862B

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

Quality: 25,657 global accepts · Rating: 1300 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[zacharychao's solution](#)

1047.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

1048.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[zacharychao's solution](#)

1049.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

1050.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

1051.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[zacharychao's solution](#)

1052.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,261 global accepts · Rating: 1300 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

1053.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

1054.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[zacharychao's solution](#)

1055.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[zacharychao's solution](#)

1056.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[zacharychao's solution](#)

1057.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

1058.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

1059.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[zacharychao's solution](#)

1060.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[zacharychao's solution](#)

1061.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[zacharychao's solution](#)

1062.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zacharychao's solution](#)

1063.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[zacharychao's solution](#)

1064.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

1065.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

1066.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

1067.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

1068.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[zacharychao's solution](#)

1069.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,098 global accepts · Rating: 1300 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

1070.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, sortings, strings

[zacharychao's solution](#)

1071.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

1072.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[zacharychao's solution](#)

1073.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[zacharychao's solution](#)

1074.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

1075.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

1076.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[zacharychao's solution](#)

1077.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[zacharychao's solution](#)

1078.

459B

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

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[zacharychao's solution](#)

1079.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[zacharychao's solution](#)

1080.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[zacharychao's solution](#)

1081.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,893 global accepts · Rating: 1300 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[zacharychao's solution](#)

1082.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[zacharychao's solution](#)

1083.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[zacharychao's solution](#)

1084.

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[zacharychao's solution](#)

1085.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[zacharychao's solution](#)

1086.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1400 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[zacharychao's solution](#)

1087.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,069 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[zacharychao's solution](#)

1088.

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[zacharychao's solution](#)

1089.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zacharychao's solution](#)

1090.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[zacharychao's solution](#)

1091.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[zacharychao's solution](#)

1092.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[zacharychao's solution](#)

1093.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,126 global accepts · Rating: 1400 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[zacharychao's solution](#)

1094.

2131D

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

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[zacharychao's solution](#)

1095.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[zacharychao's solution](#)

1096.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[zacharychao's solution](#)

1097.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[zacharychao's solution](#)

1098.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[zacharychao's solution](#)

1099.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[zacharychao's solution](#)

1100.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[zacharychao's solution](#)

1101.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

1102.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[zacharychao's solution](#)

1103.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[zacharychao's solution](#)

1104.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

1105.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[zacharychao's solution](#)

1106.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[zacharychao's solution](#)

1107.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[zacharychao's solution](#)

1108.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings
[zacharychao's solution](#)

1109.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,582 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms
[zacharychao's solution](#)

1110.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[zacharychao's solution](#)

1111.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[zacharychao's solution](#)

1112.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[zacharychao's solution](#)

1113.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[zacharychao's solution](#)

1114.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[zacharychao's solution](#)

1115.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[zacharychao's solution](#)

1116.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[zacharychao's solution](#)

1117.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[zacharychao's solution](#)

1118.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[zacharychao's solution](#)

1119.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[zacharychao's solution](#)

1120.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[zacharychao's solution](#)

1121.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[zacharychao's solution](#)

1122.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[zacharychao's solution](#)

1123.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[zacharychao's solution](#)

1124.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zacharychao's solution](#)

1125.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[zacharychao's solution](#)

1126.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[zacharychao's solution](#)

1127.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[zacharychao's solution](#)

1128.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[zacharychao's solution](#)

1129.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[zacharychao's solution](#)

1130.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

1131.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

1132.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[zacharychao's solution](#)

1133.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zacharychao's solution](#)

1134.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[zacharychao's solution](#)

1135.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[zacharychao's solution](#)

1136.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[zacharychao's solution](#)

1137.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[zacharychao's solution](#)

1138.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[zacharychao's solution](#)

1139.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,223 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, math, strings

[zacharychao's solution](#)

1140.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zacharychao's solution](#)

1141.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[zacharychao's solution](#)

1142.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[zacharychao's solution](#)

1143.

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[zacharychao's solution](#)

1144.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[zacharychao's solution](#)

1145.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[zacharychao's solution](#)

1146.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[zacharychao's solution](#)

1147.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[zacharychao's solution](#)

1148.

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[zacharychao's solution](#)

1149.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

1150.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

1151.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

1152.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[zacharychao's solution](#)

1153.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[zacharychao's solution](#)

1154.

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zacharychao's solution](#)

1155.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

1156.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

1157.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1400 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[zacharychao's solution](#)

1158.

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[zacharychao's solution](#)

1159.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zacharychao's solution](#)

1160.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[zacharychao's solution](#)

1161.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[zacharychao's solution](#)

1162.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,018 global accepts · Rating: 1400 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[zacharychao's solution](#)

1163.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[zacharychao's solution](#)

1164.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
[zacharychao's solution](#)

1165.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[zacharychao's solution](#)

1166.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[zacharychao's solution](#)

1167.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[zacharychao's solution](#)

1168.

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zacharychao's solution](#)

1169.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1400 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zacharychao's solution](#)

1170.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[zacharychao's solution](#)

1171.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[zacharychao's solution](#)

1172.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[zacharychao's solution](#)

1173.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zacharychao's solution](#)

1174.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[zacharychao's solution](#)

1175.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[zacharychao's solution](#)

1176.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

1177.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[zacharychao's solution](#)

1178.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[zacharychao's solution](#)

1179.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zacharychao's solution](#)

1180.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

1181.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[zacharychao's solution](#)

1182.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[zacharychao's solution](#)

1183.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zacharychao's solution](#)

1184.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[zacharychao's solution](#)

1185.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[zacharychao's solution](#)

1186.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

1187.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu

[zacharychao's solution](#)

1188.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[zacharychao's solution](#)

1189.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[zacharychao's solution](#)

1190.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zacharychao's solution](#)

1191.

1183D

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

Quality: 20,430 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

1192.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zacharychao's solution](#)

1193.

1167C

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

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zacharychao's solution](#)

1194.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[zacharychao's solution](#)

1195.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

1196.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[zacharychao's solution](#)

1197.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zacharychao's solution](#)

1198.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[zacharychao's solution](#)

1199.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[zacharychao's solution](#)

1200.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[zacharychao's solution](#)

1201.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[zacharychao's solution](#)

1202.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[zacharychao's solution](#)

1203.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

1204.

2008E

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

Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[zacharychao's solution](#)

1205.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

1206.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[zacharychao's solution](#)

1207.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[zacharychao's solution](#)

1208.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[zacharychao's solution](#)

1209.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[zacharychao's solution](#)

1210.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[zacharychao's solution](#)

1211.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[zacharychao's solution](#)

1212.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[zacharychao's solution](#)

1213.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zacharychao's solution](#)

1214.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[zacharychao's solution](#)

1215.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[zacharychao's solution](#)

1216.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[zacharychao's solution](#)

1217.

1791F

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

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[zacharychao's solution](#)

1218.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zacharychao's solution](#)

1219.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[zacharychao's solution](#)

1220.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[zacharychao's solution](#)

1221.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[zacharychao's solution](#)

1222.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[zacharychao's solution](#)

1223.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[zacharychao's solution](#)

1224.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[zacharychao's solution](#)

1225.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math
[zacharychao's solution](#)

1226.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[zacharychao's solution](#)

1227.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[zacharychao's solution](#)

1228.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[zacharychao's solution](#)

1229.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[zacharychao's solution](#)

1230.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[zacharychao's solution](#)

1231.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zacharychao's solution](#)

1232.

1710A

[Color the Picture](#) · [Tutorial](#)

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

[zacharychao's solution](#)

1233.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[zacharychao's solution](#)

1234.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[zacharychao's solution](#)

1235.

1690E

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

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[zacharychao's solution](#)

1236.

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[zacharychao's solution](#)

1237.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,931 global accepts · Rating: 1500 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

1238.

1676H2

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

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-10 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[zacharychao's solution](#)

1239.

1675E

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

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[zacharychao's solution](#)

1240.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[zacharychao's solution](#)

1241.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[zacharychao's solution](#)

1242.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zacharychao's solution](#)

1243.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[zacharychao's solution](#)

1244.

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[zacharychao's solution](#)

1245.

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[zacharychao's solution](#)

1246.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

1247.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
[zacharychao's solution](#)

1248.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math
[zacharychao's solution](#)

1249.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[zacharychao's solution](#)

1250.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

1251.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory
[zacharychao's solution](#)

1252.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[zacharychao's solution](#)

1253.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[zacharychao's solution](#)

1254.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
[zacharychao's solution](#)

1255.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[zacharychao's solution](#)

1256.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
[zacharychao's solution](#)

1257.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[zacharychao's solution](#)

1258.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[zacharychao's solution](#)

1259.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

1260.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[zacharychao's solution](#)

1261.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[zacharychao's solution](#)

1262.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

1263.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[zacharychao's solution](#)

1264.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[zacharychao's solution](#)

1265.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[zacharychao's solution](#)

1266.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

1267.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zacharychao's solution](#)

1268.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[zacharychao's solution](#)

1269.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[zacharychao's solution](#)

1270.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[zacharychao's solution](#)

1271.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[zacharychao's solution](#)

1272.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[zacharychao's solution](#)

1273.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[zacharychao's solution](#)

1274.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[zacharychao's solution](#)

1275.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zacharychao's solution](#)

1276.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[zacharychao's solution](#)

1277.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zacharychao's solution](#)

1278.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zacharychao's solution](#)

1279.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[zacharychao's solution](#)

1280.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

1281.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

1282.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings

[zacharychao's solution](#)

1283.

53D

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

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[zacharychao's solution](#)

1284.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[zacharychao's solution](#)

1285.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

1286.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[zacharychao's solution](#)

1287.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

1288.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[zacharychao's solution](#)

1289.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[zacharychao's solution](#)

1290.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[zacharychao's solution](#)

1291.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[zacharychao's solution](#)

1292.

2196B

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

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[zacharychao's solution](#)

1293.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zacharychao's solution](#)

1294.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[zacharychao's solution](#)

1295.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[zacharychao's solution](#)

1296.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[zacharychao's solution](#)

1297.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[zacharychao's solution](#)

1298.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[zacharychao's solution](#)

1299.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[zacharychao's solution](#)

1300.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[zacharychao's solution](#)

1301.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[zacharychao's solution](#)

1302.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[zacharychao's solution](#)

1303.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[zacharychao's solution](#)

1304.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

1305.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[zacharychao's solution](#)

1306.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[zacharychao's solution](#)

1307.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math

[zacharychao's solution](#)

1308.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[zacharychao's solution](#)

1309.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[zacharychao's solution](#)

1310.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[zacharychao's solution](#)

1311.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings

[zacharychao's solution](#)

1312.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zacharychao's solution](#)

1313.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

1314.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[zacharychao's solution](#)

1315.

1748C

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

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zacharychao's solution](#)

1316.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

1317.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zacharychao's solution](#)

1318.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[zacharychao's solution](#)

1319.

1722E

[Counting Rectangles](#) · [Tutorial](#)

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[zacharychao's solution](#)

1320.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[zacharychao's solution](#)

1321.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[zacharychao's solution](#)

1322.

1702E

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

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[zacharychao's solution](#)

1323.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[zacharychao's solution](#)

1324.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings
[zacharychao's solution](#)

1325.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[zacharychao's solution](#)

1326.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[zacharychao's solution](#)

1327.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[zacharychao's solution](#)

1328.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[zacharychao's solution](#)

1329.

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[zacharychao's solution](#)

1330.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[zacharychao's solution](#)

1331.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[zacharychao's solution](#)

1332.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[zacharychao's solution](#)

1333.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[zacharychao's solution](#)

1334.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[zacharychao's solution](#)

1335.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[zacharychao's solution](#)

1336.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[zacharychao's solution](#)

1337.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zacharychao's solution](#)

1338.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[zacharychao's solution](#)

1339.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zacharychao's solution](#)

1340.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zacharychao's solution](#)

1341.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[zacharychao's solution](#)

1342.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[zacharychao's solution](#)

1343.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

1344.

1537E1

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

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[zacharychao's solution](#)

1345.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[zacharychao's solution](#)

1346.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 1600 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

1347.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[zacharychao's solution](#)

1348.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[zacharychao's solution](#)

1349.

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing
[zacharychao's solution](#)

1350.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[zacharychao's solution](#)

1351.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[zacharychao's solution](#)

1352.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zacharychao's solution](#)

1353.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[zacharychao's solution](#)

1354.

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[zacharychao's solution](#)

1355.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[zacharychao's solution](#)

1356.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[zacharychao's solution](#)

1357.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[zacharychao's solution](#)

1358.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[zacharychao's solution](#)

1359.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[zacharychao's solution](#)

1360.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

1361.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[zacharychao's solution](#)

1362.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[zacharychao's solution](#)

1363.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[zacharychao's solution](#)

1364.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[zacharychao's solution](#)

1365.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[zacharychao's solution](#)

1366.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[zacharychao's solution](#)

1367.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zacharychao's solution](#)

1368.

1184C1

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

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

1369.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[zacharychao's solution](#)

1370.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[zacharychao's solution](#)

1371.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[zacharychao's solution](#)

1372.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

1373.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[zacharychao's solution](#)

1374.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

[zacharychao's solution](#)

1375.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[zacharychao's solution](#)

1376.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 1600 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[zacharychao's solution](#)

1377.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[zacharychao's solution](#)

1378.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[zacharychao's solution](#)

1379.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

1380.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

1381.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

1382.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2021-05-09 · last AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[zacharychao's solution](#)

1383.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[zacharychao's solution](#)

1384.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[zacharychao's solution](#)

1385.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zacharychao's solution](#)

1386.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[zacharychao's solution](#)

1387.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[zacharychao's solution](#)

1388.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

1389.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zacharychao's solution](#)

1390.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zacharychao's solution](#)

1391.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[zacharychao's solution](#)

1392.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[zacharychao's solution](#)

1393.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[zacharychao's solution](#)

1394.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1700 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[zacharychao's solution](#)

1395.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

1396.

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[zacharychao's solution](#)

1397.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[zacharychao's solution](#)

1398.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zacharychao's solution](#)

1399.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[zacharychao's solution](#)

1400.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[zacharychao's solution](#)

1401.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[zacharychao's solution](#)

1402.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[zacharychao's solution](#)

1403.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[zacharychao's solution](#)

1404.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[zacharychao's solution](#)

1405.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[zacharychao's solution](#)

1406.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[zacharychao's solution](#)

1407.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zacharychao's solution](#)

1408.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[zacharychao's solution](#)

1409.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[zacharychao's solution](#)

1410.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[zacharychao's solution](#)

1411.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[zacharychao's solution](#)

1412.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[zacharychao's solution](#)

1413.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[zacharychao's solution](#)

1414.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: games

[zacharychao's solution](#)

1415.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[zacharychao's solution](#)

1416.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[zacharychao's solution](#)

1417.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[zacharychao's solution](#)

1418.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[zacharychao's solution](#)

1419.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[zacharychao's solution](#)

1420.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[zacharychao's solution](#)

1421.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zacharychao's solution](#)

1422.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[zacharychao's solution](#)

1423.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[zacharychao's solution](#)

1424.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[zacharychao's solution](#)

1425.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[zacharychao's solution](#)

1426.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zacharychao's solution](#)

1427.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zacharychao's solution](#)

1428.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[zacharychao's solution](#)

1429.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zacharychao's solution](#)

1430.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[zacharychao's solution](#)

1431.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[zacharychao's solution](#)

1432.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zacharychao's solution](#)

1433.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[zacharychao's solution](#)

1434.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[zacharychao's solution](#)

1435.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[zacharychao's solution](#)

1436.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[zacharychao's solution](#)

1437.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[zacharychao's solution](#)

1438.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
[zacharychao's solution](#)

1439.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[zacharychao's solution](#)

1440.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[zacharychao's solution](#)

1441.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[zacharychao's solution](#)

1442.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[zacharychao's solution](#)

1443.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[zacharychao's solution](#)

1444.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory
[zacharychao's solution](#)

1445.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[zacharychao's solution](#)

1446.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[zacharychao's solution](#)

1447.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers
[zacharychao's solution](#)

1448.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zacharychao's solution](#)

1449.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[zacharychao's solution](#)

1450.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zacharychao's solution](#)

1451.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[zacharychao's solution](#)

1452.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zacharychao's solution](#)

1453.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zacharychao's solution](#)

1454.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[zacharychao's solution](#)

1455.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,102 global accepts · Rating: 1700 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zacharychao's solution](#)

1456.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[zacharychao's solution](#)

1457.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[zacharychao's solution](#)

1458.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[zacharychao's solution](#)

1459.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[zacharychao's solution](#)

1460.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu
[zacharychao's solution](#)

1461.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,822 global accepts · Rating: 1700 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[zacharychao's solution](#)

1462.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
[zacharychao's solution](#)

1463.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[zacharychao's solution](#)

1464.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
[zacharychao's solution](#)

1465.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[zacharychao's solution](#)

1466.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
[zacharychao's solution](#)

1467.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,480 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation
[zacharychao's solution](#)

1468.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,084 global accepts · Rating: 1700 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zacharychao's solution](#)

1469.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

1470.

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zacharychao's solution](#)

1471.

2211C2

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

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[zacharychao's solution](#)

1472.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[zacharychao's solution](#)

1473.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[zacharychao's solution](#)

1474.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[zacharychao's solution](#)

1475.

2187B

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

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[zacharychao's solution](#)

1476.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

1477.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[zacharychao's solution](#)

1478.

2039C2

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

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

[zacharychao's solution](#)

1479.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[zacharychao's solution](#)

1480.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[zacharychao's solution](#)

1481.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[zacharychao's solution](#)

1482.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[zacharychao's solution](#)

1483.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[zacharychao's solution](#)

1484.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[zacharychao's solution](#)

1485.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zacharychao's solution](#)

1486.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[zacharychao's solution](#)

1487.

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

[zacharychao's solution](#)

1488.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[zacharychao's solution](#)

1489.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[zacharychao's solution](#)

1490.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[zacharychao's solution](#)

1491.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[zacharychao's solution](#)

1492.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[zacharychao's solution](#)

1493.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[zacharychao's solution](#)

1494.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[zacharychao's solution](#)

1495.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[zacharychao's solution](#)

1496.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
[zacharychao's solution](#)

1497.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[zacharychao's solution](#)

1498.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities
[zacharychao's solution](#)

1499.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[zacharychao's solution](#)

1500.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[zacharychao's solution](#)

1501.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[zacharychao's solution](#)

1502.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
[zacharychao's solution](#)

1503.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[zacharychao's solution](#)

1504.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 1800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[zacharychao's solution](#)

1505.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
[zacharychao's solution](#)

1506.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[zacharychao's solution](#)

1507.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[zacharychao's solution](#)

1508.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[zacharychao's solution](#)

1509.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[zacharychao's solution](#)

1510.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[zacharychao's solution](#)

1511.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[zacharychao's solution](#)

1512.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[zacharychao's solution](#)

1513.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[zacharychao's solution](#)

1514.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)

1515.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zacharychao's solution](#)

1516.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[zacharychao's solution](#)

1517.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[zacharychao's solution](#)

1518.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[zacharychao's solution](#)

1519.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[zacharychao's solution](#)

1520.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[zacharychao's solution](#)

1521.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[zacharychao's solution](#)

1522.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[zacharychao's solution](#)

1523.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[zacharychao's solution](#)

1524.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[zacharychao's solution](#)

1525.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zacharychao's solution](#)

1526.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[zacharychao's solution](#)

1527.

1118F1

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

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[zacharychao's solution](#)

1528.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[zacharychao's solution](#)

1529.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zacharychao's solution](#)

1530.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zacharychao's solution](#)

1531.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[zacharychao's solution](#)

1532.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[zacharychao's solution](#)

1533.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[zacharychao's solution](#)

1534.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[zacharychao's solution](#)

1535.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[zacharychao's solution](#)

1536.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[zacharychao's solution](#)

1537.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zacharychao's solution](#)

1538.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[zacharychao's solution](#)

1539.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zacharychao's solution](#)

1540.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[zacharychao's solution](#)

1541.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[zacharychao's solution](#)

1542.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[zacharychao's solution](#)

1543.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[zacharychao's solution](#)

1544.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[zacharychao's solution](#)

1545.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[zacharychao's solution](#)

1546.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zacharychao's solution](#)

1547.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, greedy, implementation

[zacharychao's solution](#)

1548.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[zacharychao's solution](#)

1549.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[zacharychao's solution](#)

1550.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[zacharychao's solution](#)

1551.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[zacharychao's solution](#)

1552.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[zacharychao's solution](#)

1553.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[zacharychao's solution](#)

1554.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[zacharychao's solution](#)

1555.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[zacharychao's solution](#)

1556.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[zacharychao's solution](#)

1557.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings,

greedy, trees

[zacharychao's solution](#)

1558.

1887A2

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

Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[zacharychao's solution](#)

1559.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[zacharychao's solution](#)

1560.

1794D

[Counting Factorizations](#) · [Tutorial](#)

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[zacharychao's solution](#)

1561.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[zacharychao's solution](#)

1562.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[zacharychao's solution](#)

1563.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zacharychao's solution](#)

1564.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[zacharychao's solution](#)

1565.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zacharychao's solution](#)

1566.

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zacharychao's solution](#)

1567.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings,

trees

[zacharychao's solution](#)

1568.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[zacharychao's solution](#)

1569.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[zacharychao's solution](#)

1570.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[zacharychao's solution](#)

1571.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[zacharychao's solution](#)

1572.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[zacharychao's solution](#)

1573.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[zacharychao's solution](#)

1574.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[zacharychao's solution](#)

1575.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[zacharychao's solution](#)

1576.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[zacharychao's solution](#)

1577.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, divide and conquer, greedy, shortest paths

[zacharychao's solution](#)

1578.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[zacharychao's solution](#)

1579.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[zacharychao's solution](#)

1580.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zacharychao's solution](#)

1581.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[zacharychao's solution](#)

1582.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[zacharychao's solution](#)

1583.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, hashing

[zacharychao's solution](#)

1584.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[zacharychao's solution](#)

1585.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 1900 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[zacharychao's solution](#)

1586.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[zacharychao's solution](#)

1587.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zacharychao's solution](#)

1588.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[zacharychao's solution](#)

1589.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[zacharychao's solution](#)

1590.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[zacharychao's solution](#)

1591.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[zacharychao's solution](#)

1592.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[zacharychao's solution](#)

1593.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[zacharychao's solution](#)

1594.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[zacharychao's solution](#)

1595.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zacharychao's solution](#)

1596.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[zacharychao's solution](#)

1597.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[zacharychao's solution](#)

1598.

20C

[Dijkstra? · Tutorial](#)

Quality: 46,904 global accepts · Rating: 1900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[zacharychao's solution](#)

1599.

2194E

[The Turtle Strikes Back · Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[zacharychao's solution](#)

1600.

2201C

[Rigged Bracket Sequence · Tutorial](#)

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[zacharychao's solution](#)

1601.

2181D

[Doorway · Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[zacharychao's solution](#)

1602.

2196C2

[Interactive Graph \(Hard Version\) · Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[zacharychao's solution](#)

1603.

2158D

[Palindrome Flipping · Tutorial](#)

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[zacharychao's solution](#)

1604.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zacharychao's solution](#)

1605.

2172I

[Birthday · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[zacharychao's solution](#)

1606.

2041M

[Selection Sort · Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[zacharychao's solution](#)

1607.

2041C

[Cube · Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[zacharychao's solution](#)

1608.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[zacharychao's solution](#)

1609.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[zacharychao's solution](#)

1610.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[zacharychao's solution](#)

1611.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[zacharychao's solution](#)

1612.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[zacharychao's solution](#)

1613.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[zacharychao's solution](#)

1614.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[zacharychao's solution](#)

1615.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[zacharychao's solution](#)

1616.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zacharychao's solution](#)

1617.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[zacharychao's solution](#)

1618.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[zacharychao's solution](#)

1619.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[zacharychao's solution](#)

1620.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[zacharychao's solution](#)

1621.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[zacharychao's solution](#)

1622.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
[zacharychao's solution](#)

1623.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[zacharychao's solution](#)

1624.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[zacharychao's solution](#)

1625.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[zacharychao's solution](#)

1626.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings
[zacharychao's solution](#)

1627.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[zacharychao's solution](#)

1628.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[zacharychao's solution](#)**1629.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[zacharychao's solution](#)**1630.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures

[zacharychao's solution](#)**1631.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[zacharychao's solution](#)**1632.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[zacharychao's solution](#)**1633.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[zacharychao's solution](#)**1634.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[zacharychao's solution](#)**1635.**

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[zacharychao's solution](#)**1636.**

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zacharychao's solution](#)**1637.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[zacharychao's solution](#)

1638.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[zacharychao's solution](#)

1639.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp
[zacharychao's solution](#)

1640.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[zacharychao's solution](#)

1641.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[zacharychao's solution](#)

1642.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
[zacharychao's solution](#)

1643.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[zacharychao's solution](#)

1644.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[zacharychao's solution](#)

1645.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings
[zacharychao's solution](#)

1646.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, trees
[zacharychao's solution](#)

1647.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[zacharychao's solution](#)

1648.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[zacharychao's solution](#)

1649.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[zacharychao's solution](#)

1650.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[zacharychao's solution](#)

1651.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[zacharychao's solution](#)

1652.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[zacharychao's solution](#)

1653.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zacharychao's solution](#)

1654.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[zacharychao's solution](#)

1655.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[zacharychao's solution](#)

1656.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[zacharychao's solution](#)

1657.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[zacharychao's solution](#)

1658.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[zacharychao's solution](#)

1659.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[zacharychao's solution](#)

1660.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-31 · last AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[zacharychao's solution](#)

1661.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[zacharychao's solution](#)

1662.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[zacharychao's solution](#)

1663.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[zacharychao's solution](#)

1664.

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[zacharychao's solution](#)

1665.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[zacharychao's solution](#)

1666.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zacharychao's solution](#)

1667.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[zacharychao's solution](#)

1668.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[zacharychao's solution](#)

1669.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zacharychao's solution](#)

1670.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[zacharychao's solution](#)

1671.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[zacharychao's solution](#)

1672.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zacharychao's solution](#)

1673.

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

[zacharychao's solution](#)

1674.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[zacharychao's solution](#)

1675.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[zacharychao's solution](#)

1676.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[zacharychao's solution](#)

1677.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and

similar, dp, dsu, graphs, math, trees

[zacharychao's solution](#)

1678.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[zacharychao's solution](#)

1679.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[zacharychao's solution](#)

1680.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[zacharychao's solution](#)

1681.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zacharychao's solution](#)

1682.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[zacharychao's solution](#)

1683.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zacharychao's solution](#)

1684.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[zacharychao's solution](#)

1685.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zacharychao's solution](#)

1686.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[zacharychao's solution](#)

1687.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[zacharychao's solution](#)

1688.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[zacharychao's solution](#)

1689.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
[zacharychao's solution](#)

1690.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[zacharychao's solution](#)

1691.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[zacharychao's solution](#)

1692.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[zacharychao's solution](#)

1693.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[zacharychao's solution](#)

1694.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[zacharychao's solution](#)

1695.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[zacharychao's solution](#)

1696.

766E

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

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[zacharychao's solution](#)

1697.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[zacharychao's solution](#)

1698.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[zacharychao's solution](#)

1699.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[zacharychao's solution](#)

1700.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[zacharychao's solution](#)

1701.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, strings

[zacharychao's solution](#)

1702.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[zacharychao's solution](#)

1703.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[zacharychao's solution](#)

1704.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[zacharychao's solution](#)

1705.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[zacharychao's solution](#)

1706.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[zacharychao's solution](#)

1707.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[zacharychao's solution](#)

1708.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths
[zacharychao's solution](#)

1709.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[zacharychao's solution](#)

1710.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[zacharychao's solution](#)

1711.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[zacharychao's solution](#)

1712.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[zacharychao's solution](#)

1713.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
[zacharychao's solution](#)

1714.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees
[zacharychao's solution](#)

1715.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[zacharychao's solution](#)

1716.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[zacharychao's solution](#)

1717.

1785C

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

Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[zacharychao's solution](#)

1718.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[zacharychao's solution](#)

1719.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[zacharychao's solution](#)

1720.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zacharychao's solution](#)

1721.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[zacharychao's solution](#)

1722.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[zacharychao's solution](#)

1723.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[zacharychao's solution](#)

1724.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[zacharychao's solution](#)

1725.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[zacharychao's solution](#)

1726.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[zacharychao's solution](#)

1727.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[zacharychao's solution](#)

1728.

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

[zacharychao's solution](#)

1729.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[zacharychao's solution](#)

1730.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[zacharychao's solution](#)

1731.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[zacharychao's solution](#)

1732.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[zacharychao's solution](#)

1733.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[zacharychao's solution](#)

1734.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, number theory

[zacharychao's solution](#)

1735.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[zacharychao's solution](#)

1736.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[zacharychao's solution](#)

1737.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[zacharychao's solution](#)

1738.

1737D

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

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[zacharychao's solution](#)

1739.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zacharychao's solution](#)

1740.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2021-05-22 · last AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[zacharychao's solution](#)

1741.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[zacharychao's solution](#)

1742.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[zacharychao's solution](#)

1743.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[zacharychao's solution](#)

1744.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[zacharychao's solution](#)

1745.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[zacharychao's solution](#)

1746.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[zacharychao's solution](#)

1747.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[zacharychao's solution](#)

1748.

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zacharychao's solution](#)

1749.

1227E

[Arson In Berland Forest · Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[zacharychao's solution](#)

1750.

813E

[Army Creation · Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[zacharychao's solution](#)

1751.

305D

[Olya and Graph · Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[zacharychao's solution](#)

1752.

979D

[Kuro and GCD and XOR and SUM · Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[zacharychao's solution](#)

1753.

1515E

[Phoenix and Computers · Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zacharychao's solution](#)

1754.

332C

[Students' Revenge · Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[zacharychao's solution](#)

1755.

1556E

[Equilibrium · Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[zacharychao's solution](#)

1756.

980E

[The Number Games · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[zacharychao's solution](#)

1757.

875D

[High Cry · Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks,

combinatorics, data structures, divide and conquer

[zacharychao's solution](#)

1758.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[zacharychao's solution](#)

1759.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[zacharychao's solution](#)

1760.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[zacharychao's solution](#)

1761.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[zacharychao's solution](#)

1762.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[zacharychao's solution](#)

1763.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[zacharychao's solution](#)

1764.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[zacharychao's solution](#)

1765.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[zacharychao's solution](#)

1766.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[zacharychao's solution](#)

1767.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[zacharychao's solution](#)

1768.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
[zacharychao's solution](#)

1769.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[zacharychao's solution](#)

1770.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[zacharychao's solution](#)

1771.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[zacharychao's solution](#)

1772.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[zacharychao's solution](#)

1773.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[zacharychao's solution](#)

1774.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[zacharychao's solution](#)

1775.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[zacharychao's solution](#)

1776.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[zacharychao's solution](#)

1777.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[zacharychao's solution](#)

1778.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[zacharychao's solution](#)

1779.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[zacharychao's solution](#)

1780.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[zacharychao's solution](#)

1781.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2022-09-10 · last AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[zacharychao's solution](#)

1782.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[zacharychao's solution](#)

1783.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zacharychao's solution](#)

1784.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[zacharychao's solution](#)

1785.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[zacharychao's solution](#)

1786.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games,

greedy

[zacharychao's solution](#)

1787.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[zacharychao's solution](#)

1788.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[zacharychao's solution](#)

1789.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[zacharychao's solution](#)

1790.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[zacharychao's solution](#)

1791.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[zacharychao's solution](#)

1792.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[zacharychao's solution](#)

1793.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle

[zacharychao's solution](#)

1794.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, math

[zacharychao's solution](#)

1795.

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[zacharychao's solution](#)

1796.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy,

shortest paths

[zacharychao's solution](#)

1797.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[zacharychao's solution](#)

1798.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, strings, trees

[zacharychao's solution](#)

1799.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[zacharychao's solution](#)

1800.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[zacharychao's solution](#)

1801.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[zacharychao's solution](#)

1802.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[zacharychao's solution](#)

1803.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[zacharychao's solution](#)

1804.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[zacharychao's solution](#)

1805.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[zacharychao's solution](#)

1806.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[zacharychao's solution](#)

1807.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[zacharychao's solution](#)

1808.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[zacharychao's solution](#)

1809.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[zacharychao's solution](#)

1810.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[zacharychao's solution](#)

1811.

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[zacharychao's solution](#)

1812.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[zacharychao's solution](#)

1813.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[zacharychao's solution](#)

1814.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[zacharychao's solution](#)

1815.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[zacharychao's solution](#)

1816.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[zacharychao's solution](#)

1817.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[zacharychao's solution](#)

1818.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zacharychao's solution](#)

1819.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[zacharychao's solution](#)

1820.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[zacharychao's solution](#)

1821.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities

[zacharychao's solution](#)

1822.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[zacharychao's solution](#)

1823.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[zacharychao's solution](#)

1824.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[zacharychao's solution](#)

1825.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[zacharychao's solution](#)

1826.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zacharychao's solution](#)

1827.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[zacharychao's solution](#)

1828.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[zacharychao's solution](#)

1829.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[zacharychao's solution](#)

1830.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[zacharychao's solution](#)

1831.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[zacharychao's solution](#)

1832.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zacharychao's solution](#)

1833.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zacharychao's solution](#)

1834.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[zacharychao's solution](#)

1835.

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 2400 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, probabilities

[zacharychao's solution](#)

1836.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[zacharychao's solution](#)

1837.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[zacharychao's solution](#)

1838.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zacharychao's solution](#)

1839.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[zacharychao's solution](#)

1840.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[zacharychao's solution](#)

1841.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[zacharychao's solution](#)

1842.

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[zacharychao's solution](#)

1843.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zacharychao's solution](#)

1844.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[zacharychao's solution](#)

1845.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[zacharychao's solution](#)

1846.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[zacharychao's solution](#)

1847.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[zacharychao's solution](#)

1848.

979E

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

Quality: 908 global accepts · Rating: 2400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp
[zacharychao's solution](#)

1849.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings
[zacharychao's solution](#)

1850.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math
[zacharychao's solution](#)

1851.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[zacharychao's solution](#)

1852.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees
[zacharychao's solution](#)

1853.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[zacharychao's solution](#)

1854.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[zacharychao's solution](#)

1855.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[zacharychao's solution](#)

1856.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[zacharychao's solution](#)

1857.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[zacharychao's solution](#)

1858.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[zacharychao's solution](#)

1859.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[zacharychao's solution](#)

1860.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[zacharychao's solution](#)

1861.

2201D

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[zacharychao's solution](#)

1862.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[zacharychao's solution](#)

1863.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[zacharychao's solution](#)

1864.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[zacharychao's solution](#)

1865.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[zacharychao's solution](#)

1866.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer,

greedy, sortings, ternary search, two pointers

[zacharychao's solution](#)

1867.

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[zacharychao's solution](#)

1868.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zacharychao's solution](#)

1869.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[zacharychao's solution](#)

1870.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[zacharychao's solution](#)

1871.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[zacharychao's solution](#)

1872.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[zacharychao's solution](#)

1873.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[zacharychao's solution](#)

1874.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[zacharychao's solution](#)

1875.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[zacharychao's solution](#)

1876.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, trees

[zacharychao's solution](#)

1877.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[zacharychao's solution](#)

1878.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[zacharychao's solution](#)

1879.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, math

[zacharychao's solution](#)

1880.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[zacharychao's solution](#)

1881.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[zacharychao's solution](#)

1882.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[zacharychao's solution](#)

1883.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[zacharychao's solution](#)

1884.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[zacharychao's solution](#)

1885.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[zacharychao's solution](#)

1886.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[zacharychao's solution](#)

1887.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[zacharychao's solution](#)

1888.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[zacharychao's solution](#)

1889.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[zacharychao's solution](#)

1890.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, graphs

[zacharychao's solution](#)

1891.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[zacharychao's solution](#)

1892.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[zacharychao's solution](#)

1893.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[zacharychao's solution](#)

1894.

611F

[New Year and Cleaning](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[zacharychao's solution](#)

1895.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zacharychao's solution](#)

1896.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft
[zacharychao's solution](#)

1897.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: trees
[zacharychao's solution](#)

1898.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[zacharychao's solution](#)

1899.

2187D

[Cool Problem](#) · [Tutorial](#)

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

1900.

2164F1

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

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

1901.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[zacharychao's solution](#)

1902.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[zacharychao's solution](#)

1903.

2006D

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

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[zacharychao's solution](#)

1904.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[zacharychao's solution](#)

1905.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math
[zacharychao's solution](#)

1906.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[zacharychao's solution](#)

1907.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[zacharychao's solution](#)

1908.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zacharychao's solution](#)

1909.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[zacharychao's solution](#)

1910.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[zacharychao's solution](#)

1911.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[zacharychao's solution](#)

1912.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[zacharychao's solution](#)

1913.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[zacharychao's solution](#)

1914.

2025F

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

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[zacharychao's solution](#)

1915.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[zacharychao's solution](#)

1916.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[zacharychao's solution](#)

1917.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[zacharychao's solution](#)

1918.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[zacharychao's solution](#)

1919.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[zacharychao's solution](#)

1920.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zacharychao's solution](#)

1921.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[zacharychao's solution](#)

1922.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[zacharychao's solution](#)

1923.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[zacharychao's solution](#)

1924.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zacharychao's solution](#)

1925.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[zacharychao's solution](#)

1926.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[zacharychao's solution](#)

1927.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[zacharychao's solution](#)

1928.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[zacharychao's solution](#)

1929.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zacharychao's solution](#)

1930.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zacharychao's solution](#)

1931.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[zacharychao's solution](#)

1932.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[zacharychao's solution](#)

1933.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[zacharychao's solution](#)

1934.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[zacharychao's solution](#)

1935.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[zacharychao's solution](#)

1936.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2026-02-01 · last AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[zacharychao's solution](#)

1937.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[zacharychao's solution](#)

1938.

1218B

[Guarding warehouses](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3000 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[zacharychao's solution](#)

1939.

2172C

[Circles Are Far from Each Other](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3100 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[zacharychao's solution](#)

1940.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[zacharychao's solution](#)

1941.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zacharychao's solution](#)

1942.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[zacharychao's solution](#)

1943.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[zacharychao's solution](#)

1944.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 3200 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[zacharychao's solution](#)

1945.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[zacharychao's solution](#)

1946.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zacharychao's solution](#)

1947.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[zacharychao's solution](#)

1948.

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[zacharychao's solution](#)

1949.

2222B

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

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zacharychao's solution](#)

1950.

2222A

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

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[zacharychao's solution](#)

1951.

2219D

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

Quality: 430 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[zacharychao's solution](#)

1952.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[zacharychao's solution](#)

1953.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[zacharychao's solution](#)

1954.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zacharychao's solution](#)

1955.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zacharychao's solution](#)

1956.

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zacharychao's solution](#)

1957.

106416L

[Late and Disobedient](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1958.

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1959.

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1960.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1961.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1962.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1963.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zacharychao's solution](#)

1964.

105677A

[Titanomachy](#) · [Tutorial](#)

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

1965.

105677E

[Building the Fort](#) · [Tutorial](#)

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

1966.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

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

1967.

105677B

[Divine Gifting](#) · [Tutorial](#)

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

1968.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

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

1969.

105677M

[Ook? Ook!](#) · [Tutorial](#)

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

1970.

105677D

[Temple Architecture](#) · [Tutorial](#)

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

1971.

105677I

[Divination](#) · [Tutorial](#)

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

1972.

105677H

[The king of SWERC](#) · [Tutorial](#)

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

1973.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1974.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1975.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1976.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1977.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1978.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1979.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1980.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1981.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1982.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1983.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1984.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1985.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zacharychao's solution](#)

1986.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

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

1987.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

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

1988.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

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

1989.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

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

1990.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

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

1991.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

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

1992.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[zacharychao's solution](#)

1993.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zacharychao's solution](#)

1994.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zacharychao's solution](#)

1995.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zacharychao's solution](#)

1996.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zacharychao's solution](#)

1997.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zacharychao's solution](#)

1998.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zacharychao's solution](#)

1999.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zacharychao's solution](#)

2000.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zacharychao's solution](#)

2001.

105562A

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

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zacharychao's solution](#)

2002.

104683F1

[Maximum Flow in DIV3?\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[zacharychao's solution](#)

2003.

104683E

[L-shaped Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[zacharychao's solution](#)

2004.

104683C

[Yet Another \$\div 2\$ or \$+1\$ Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[zacharychao's solution](#)

2005.

104683B

[Left or Right Shift](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[zacharychao's solution](#)

2006.

104683A

[Banis and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[zacharychao's solution](#)

2007.

104097I

[IP-ET-TOE\(SOS\)](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[zacharychao's solution](#)

2008.

104097B

[fôR Trivial v.~Lví \(Quadrival\)](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[zacharychao's solution](#)

2009.

104097A

[e'XJs \(Tower\)](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[zacharychao's solution](#)

2010.

103921I

[Cabinet Search](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2011.

103921H

[Rocks & Fossils Kit - 200+ Piece Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2012.

103921G

[Magnetic Backpack](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2013.

103921F

[Bit Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2014.

103921E

[It's Raining Rocks!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2015.

103921D

[Coats of Paint](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2016.

103921C

[Earthbending years](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2017.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2018.

103806B

[MCD](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2019.

103806C

[Teatro](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2020.

103806E

[Inspectores](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2021.

103809B

[Divisibilidad](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2022.

103809A

[Alineaciones](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2023.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2024.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2025.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2026.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2027.

103698A

[Volleyball](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2028.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2029.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2030.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2031.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2032.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2033.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[zacharychao's solution](#)

2034.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zacharychao's solution](#)**2035.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zacharychao's solution](#)**2036.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[zacharychao's solution](#)**2037.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[zacharychao's solution](#)**2038.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zacharychao's solution](#)**2039.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[zacharychao's solution](#)**2040.**

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[zacharychao's solution](#)**2041.**

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[zacharychao's solution](#)