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Unique solved — zaixianmojulao

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

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Count: 198

1.

2211A

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Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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2.

2140A

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Quality: 22,259 global accepts · Rating: 800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[zaixianmojulao's solution](#)

3.

2147A

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

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[zaixianmojulao's solution](#)

4.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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5.

2032A

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6.

1877A

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Quality: 52,307 global accepts · Rating: 800 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math
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7.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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8.

1867A

[green gold dog array and permutation](#) · [Tutorial](#)

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9.

1861A

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10.

1849A

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11.

1834A

[Unit Array](#) · [Tutorial](#)

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12.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
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13.

1729A

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Quality: 45,897 global accepts · Rating: 800 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: math
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14.

1798A

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15.

1433B

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16.

1433A

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17.

1806A

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18.

1794A

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19.

1799A

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20.

1560C

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21.

1560B

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22.

1560A

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23.

1108A

[Two distinct points](#) · [Tutorial](#)

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24.

1660B

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25.

1095A

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[zaixianmojulao's solution](#)

26.

1786A2

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

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zaixianmojulao's solution](#)

27.

1786A1

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

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zaixianmojulao's solution](#)

28.

1780A

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

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[zaixianmojulao's solution](#)

29.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[zaixianmojulao's solution](#)

30.

1702A

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

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31.

22A

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32.

1607A

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[zaixianmojulao's solution](#)

33.

1611B

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

Quality: 31,914 global accepts · Rating: 800 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[zaixianmojulao's solution](#)

34.

1611A

[Make Even](#) · [Tutorial](#)

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[zaixianmojulao's solution](#)

35.

1619B

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

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[zaixianmojulao's solution](#)

36.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,816 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[zaixianmojulao's solution](#)

37.

2140B

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

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[zaixianmojulao's solution](#)

38.

1879B

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

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39.

1860A

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Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
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40.

1324A

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[zaixianmojulao's solution](#)

41.

1343A

[Candies](#) · [Tutorial](#)

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42.

1433C

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Quality: 28,606 global accepts · Rating: 900 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zaixianmojulao's solution](#)

43.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zaixianmojulao's solution](#)

44.

1095B

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45.

2147B

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Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[zaixianmojulao's solution](#)

46.

1877B

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Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[zaixianmojulao's solution](#)

47.

1861B

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Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[zaixianmojulao's solution](#)

48.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,367 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[zaixianmojulao's solution](#)

49.

1834B

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Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zaixianmojulao's solution](#)

50.

1798B

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Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[zaixianmojulao's solution](#)

51.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[zaixianmojulao's solution](#)

52.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[zaixianmojulao's solution](#)

53.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zaixianmojulao's solution](#)

54.

2211B

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

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zaixianmojulao's solution](#)

55.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zaixianmojulao's solution](#)

56.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zaixianmojulao's solution](#)

57.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

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58.

1675C

[Detective Task](#) · [Tutorial](#)

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[zaixianmojulao's solution](#)

59.

1324B

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

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60.

1324C

[Frog Jumps](#) · [Tutorial](#)

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61.

1811C

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62.

1593D1

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63.

1108B

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Quality: 25,193 global accepts · Rating: 1100 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[zaixianmojulao's solution](#)

64.

1702C

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Quality: 25,120 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zaixianmojulao's solution](#)

65.

2182C

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

Quality: 15,514 global accepts · Rating: 1200 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[zaixianmojulao's solution](#)

66.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,575 global accepts · Rating: 1200 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar

[zaixianmojulao's solution](#)

67.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zaixianmojulao's solution](#)

68.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zaixianmojulao's solution](#)

69.

1860B

[Fancy Coins](#) · [Tutorial](#)

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

[zaixianmojulao's solution](#)

70.

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[zaixianmojulao's solution](#)

71.

1800D

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Quality: 29,345 global accepts · Rating: 1200 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[zaixianmojulao's solution](#)

72.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[zaixianmojulao's solution](#)

73.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zaixianmojulao's solution](#)

74.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zaixianmojulao's solution](#)

75.

2211C1

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

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[zaixianmojulao's solution](#)

76.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[zaixianmojulao's solution](#)

77.

1741D

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[zaixianmojulao's solution](#)

78.

653B

[Bear and Compressing](#) · [Tutorial](#)

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[zaixianmojulao's solution](#)

79.

1879C

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Quality: 27,107 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy
[zaixianmojulao's solution](#)

80.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[zaixianmojulao's solution](#)

81.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,645 global accepts · Rating: 1300 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[zaixianmojulao's solution](#)

82.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees
[zaixianmojulao's solution](#)

83.

1794C

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

Quality: 22,082 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[zaixianmojulao's solution](#)

84.

1560D

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

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[zaixianmojulao's solution](#)

85.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[zaixianmojulao's solution](#)

86.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[zaixianmojulao's solution](#)

87.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[zaixianmojulao's solution](#)

88.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
[zaixianmojulao's solution](#)

89.

1860C

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

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

90.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[zaixianmojulao's solution](#)

91.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[zaixianmojulao's solution](#)

92.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,587 global accepts · Rating: 1400 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[zaixianmojulao's solution](#)

93.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,370 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
[zaixianmojulao's solution](#)

94.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[zaixianmojulao's solution](#)

95.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,731 global accepts · Rating: 1500 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[zaixianmojulao's solution](#)

96.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[zaixianmojulao's solution](#)

97.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[zaixianmojulao's solution](#)

98.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zaixianmojulao's solution](#)

99.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[zaixianmojulao's solution](#)

100.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[zaixianmojulao's solution](#)

101.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[zaixianmojulao's solution](#)

102.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[zaixianmojulao's solution](#)

103.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[zaixianmojulao's solution](#)

104.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[zaixianmojulao's solution](#)

105.

2182D

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

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[zaixianmojulao's solution](#)

106.

1968E

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

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[zaixianmojulao's solution](#)

107.

2046B

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

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[zaixianmojulao's solution](#)

108.

1861C

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

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[zaixianmojulao's solution](#)

109.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-10-17 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[zaixianmojulao's solution](#)

110.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[zaixianmojulao's solution](#)

111.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[zaixianmojulao's solution](#)

112.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings
[zaixianmojulao's solution](#)

113.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[zaixianmojulao's solution](#)

114.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[zaixianmojulao's solution](#)

115.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[zaixianmojulao's solution](#)

116.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1600 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zaixianmojulao's solution](#)

117.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[zaixianmojulao's solution](#)

118.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-21 · last AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[zaixianmojulao's solution](#)

119.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[zaixianmojulao's solution](#)

120.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zaixianmojulao's solution](#)

121.

1879D

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

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[zaixianmojulao's solution](#)

122.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[zaixianmojulao's solution](#)

123.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[zaixianmojulao's solution](#)

124.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[zaixianmojulao's solution](#)

125.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings
[zaixianmojulao's solution](#)

126.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory
[zaixianmojulao's solution](#)

127.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[zaixianmojulao's solution](#)

128.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[zaixianmojulao's solution](#)

129.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zaixianmojulao's solution](#)

130.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
[zaixianmojulao's solution](#)

131.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[zaixianmojulao's solution](#)

132.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[zaixianmojulao's solution](#)

133.

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[zaixianmojulao's solution](#)

134.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zaixianmojulao's solution](#)

135.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[zaixianmojulao's solution](#)

136.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[zaixianmojulao's solution](#)

137.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[zaixianmojulao's solution](#)

138.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[zaixianmojulao's solution](#)

139.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[zaixianmojulao's solution](#)

140.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[zaixianmojulao's solution](#)

141.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zaixianmojulao's solution](#)

142.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[zaixianmojulao's solution](#)

143.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[zaixianmojulao's solution](#)

144.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1900 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math

[zaixianmojulao's solution](#)

145.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[zaixianmojulao's solution](#)

146.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[zaixianmojulao's solution](#)

147.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[zaixianmojulao's solution](#)

148.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[zaixianmojulao's solution](#)

149.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zaixianmojulao's solution](#)

150.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zaixianmojulao's solution](#)

151.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zaixianmojulao's solution](#)

152.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[zaixianmojulao's solution](#)

153.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[zaixianmojulao's solution](#)

154.

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[zaixianmojulao's solution](#)

155.

1674G

[Remove Directed Edges · Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[zaixianmojulao's solution](#)

156.

1674E

[Breaking the Wall · Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[zaixianmojulao's solution](#)

157.

817E

[Choosing The Commander · Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[zaixianmojulao's solution](#)

158.

1506G

[Maximize the Remaining String · Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[zaixianmojulao's solution](#)

159.

1744F

[MEX vs MED · Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[zaixianmojulao's solution](#)

160.

1619G

[Unusual Minesweeper · Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[zaixianmojulao's solution](#)

161.

1619F

[Let's Play the Hat? · Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zaixianmojulao's solution](#)

162.

1877E

[Autosynthesis · Tutorial](#)

Rating: 2100 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[zaixianmojulao's solution](#)

163.

1387B1

[Village \(Minimum\) · Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, greedy, trees

[zaixianmojulao's solution](#)

164.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[zaixianmojulao's solution](#)

165.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search
[zaixianmojulao's solution](#)

166.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[zaixianmojulao's solution](#)

167.

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[zaixianmojulao's solution](#)

168.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[zaixianmojulao's solution](#)

169.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
[zaixianmojulao's solution](#)

170.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[zaixianmojulao's solution](#)

171.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[zaixianmojulao's solution](#)

172.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive
[zaixianmojulao's solution](#)

173.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[zaixianmojulao's solution](#)

174.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[zaixianmojulao's solution](#)

175.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[zaixianmojulao's solution](#)

176.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[zaixianmojulao's solution](#)

177.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[zaixianmojulao's solution](#)

178.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[zaixianmojulao's solution](#)

179.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[zaixianmojulao's solution](#)

180.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[zaixianmojulao's solution](#)

181.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: dp

[zaixianmojulao's solution](#)

182.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[zaixianmojulao's solution](#)

183.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[zaixianmojulao's solution](#)

184.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[zaixianmojulao's solution](#)

185.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: string suffix structures

[zaixianmojulao's solution](#)

186.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

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187.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

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188.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

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189.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

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190.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

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191.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

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192.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, math

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193.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: brute force, combinatorics

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194.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and

conquer, graphs, trees

[zaixianmojulao's solution](#)

195.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[zaixianmojulao's solution](#)

196.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[zaixianmojulao's solution](#)

197.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[zaixianmojulao's solution](#)

198.

325D

[Reclamation](#) · [Tutorial](#)

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