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Unique solved — zhaohaikun

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89.

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1560A

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

Quality: 73,509 global accepts · Rating: 800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[zhaohaikun's solution](#)

99.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: greedy
[zhaohaikun's solution](#)

100.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-20 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[zhaohaikun's solution](#)

101.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-20 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zhaohaikun's solution](#)

102.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy, strings
[zhaohaikun's solution](#)

103.

1551A

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

Quality: 58,352 global accepts · Rating: 800 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy, math
[zhaohaikun's solution](#)

104.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[zhaohaikun's solution](#)

105.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · last AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math
[zhaohaikun's solution](#)

106.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[zhaohaikun's solution](#)

107.

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: implementation, math
[zhaohaikun's solution](#)

108.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: brute force, implementation
[zhaohaikun's solution](#)

109.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math
[zhaohaikun's solution](#)

110.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[zhaohaikun's solution](#)

111.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · last AC: 2021-06-25 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[zhaohaikun's solution](#)

112.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2021-06-04 · last AC: 2021-06-09 · GNU C++11 (first AC) · Tags: brute force, implementation
[zhaohaikun's solution](#)

113.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[zhaohaikun's solution](#)

114.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: greedy
[zhaohaikun's solution](#)

115.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[zhaohaikun's solution](#)

116.

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-05-01 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zhaohaikun's solution](#)

117.

1519A

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

Quality: 30,559 global accepts · Rating: 800 · first AC: 2021-05-01 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[zhaohaikun's solution](#)

118.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zhaohaikun's solution](#)

119.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[zhaohaikun's solution](#)

120.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[zhaohaikun's solution](#)

121.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-16 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[zhaohaikun's solution](#)

122.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · last AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[zhaohaikun's solution](#)

123.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-30 · last AC: 2021-03-30 · GNU C++11 (first AC) · Tags: implementation

[zhaohaikun's solution](#)

124.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-22 · last AC: 2021-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[zhaohaikun's solution](#)

125.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · last AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[zhaohaikun's solution](#)

126.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · last AC: 2021-02-27 · GNU C++11 (first AC) · Tags: greedy, strings

[zhaohaikun's solution](#)

127.

1480A

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

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · last AC: 2021-02-27 · GNU C++11 (first AC) · Tags: games, greedy, strings
[zhaohaikun's solution](#)

128.

1478A

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

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: brute force, greedy
[zhaohaikun's solution](#)

129.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: brute force, math
[zhaohaikun's solution](#)

130.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,378 global accepts · Rating: 800 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: brute force, dp
[zhaohaikun's solution](#)

131.

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[zhaohaikun's solution](#)

132.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[zhaohaikun's solution](#)

133.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: math
[zhaohaikun's solution](#)

134.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · last AC: 2020-10-06 · GNU C++11 (first AC) · Tags: geometry, math
[zhaohaikun's solution](#)

135.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms
[zhaohaikun's solution](#)

136.

1409A

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

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-09-04 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math
[zhaohaikun's solution](#)

137.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2020-08-28 · Python 3 (first AC) · Tags: math, number theory
[zhaohaikun's solution](#)

138.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,766 global accepts · Rating: 800 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: brute force, math

[zhaohaikun's solution](#)

139.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-26 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[zhaohaikun's solution](#)

140.

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[zhaohaikun's solution](#)

141.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: geometry, math

[zhaohaikun's solution](#)

142.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[zhaohaikun's solution](#)

143.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zhaohaikun's solution](#)

144.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · last AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhaohaikun's solution](#)

145.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · last AC: 2020-08-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[zhaohaikun's solution](#)

146.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,874 global accepts · Rating: 800 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zhaohaikun's solution](#)

147.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,455 global accepts · Rating: 800 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: implementation

[zhaohaikun's solution](#)

148.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math

[zhaohaikun's solution](#)

149.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,702 global accepts · Rating: 800 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: implementation, strings
[zhaohaikun's solution](#)

150.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: math, sortings
[zhaohaikun's solution](#)

151.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zhaohaikun's solution](#)

152.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[zhaohaikun's solution](#)

153.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[zhaohaikun's solution](#)

154.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers
[zhaohaikun's solution](#)

155.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
[zhaohaikun's solution](#)

156.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,541 global accepts · Rating: 900 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zhaohaikun's solution](#)

157.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zhaohaikun's solution](#)

158.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[zhaohaikun's solution](#)

159.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[zhaohaikun's solution](#)

160.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

161.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[zhaohaikun's solution](#)

162.

1699B

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

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[zhaohaikun's solution](#)

163.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-14 · last AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[zhaohaikun's solution](#)

164.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,892 global accepts · Rating: 900 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[zhaohaikun's solution](#)

165.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[zhaohaikun's solution](#)

166.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,581 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[zhaohaikun's solution](#)

167.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[zhaohaikun's solution](#)

168.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: math
[zhaohaikun's solution](#)

169.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · last AC: 2021-06-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[zhaohaikun's solution](#)

170.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: *special, implementation, interactive

[zhaohaikun's solution](#)

171.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-30 · last AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[zhaohaikun's solution](#)

172.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · last AC: 2021-02-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[zhaohaikun's solution](#)

173.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhaohaikun's solution](#)

174.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zhaohaikun's solution](#)

175.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2020-10-06 · GNU C++11 (first AC) · Tags: brute force, geometry

[zhaohaikun's solution](#)

176.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[zhaohaikun's solution](#)

177.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[zhaohaikun's solution](#)

178.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zhaohaikun's solution](#)

179.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · last AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy

[zhaohaikun's solution](#)

180.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[zhaohaikun's solution](#)

181.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[zhaohaikun's solution](#)

182.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[zhaohaikun's solution](#)

183.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,236 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[zhaohaikun's solution](#)

184.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy
[zhaohaikun's solution](#)

185.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[zhaohaikun's solution](#)

186.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[zhaohaikun's solution](#)

187.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[zhaohaikun's solution](#)

188.

1876A

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

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[zhaohaikun's solution](#)

189.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

190.

1785A

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

Rating: 1000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zhaohaikun's solution](#)

191.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zhaohaikun's solution](#)

192.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[zhaohaikun's solution](#)

193.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zhaohaikun's solution](#)

194.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[zhaohaikun's solution](#)

195.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhaohaikun's solution](#)

196.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[zhaohaikun's solution](#)

197.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,913 global accepts · Rating: 1000 · first AC: 2022-07-31 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[zhaohaikun's solution](#)

198.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zhaohaikun's solution](#)

199.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[zhaohaikun's solution](#)

200.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zhaohaikun's solution](#)

201.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[zhaohaikun's solution](#)

202.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · last AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[zhaohaikun's solution](#)

203.

1632B

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

Quality: 31,536 global accepts · Rating: 1000 · first AC: 2022-01-30 · last AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[zhaohaikun's solution](#)

204.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-09 · last AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[zhaohaikun's solution](#)

205.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zhaohaikun's solution](#)

206.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: math
[zhaohaikun's solution](#)

207.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[zhaohaikun's solution](#)

208.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · last AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math
[zhaohaikun's solution](#)

209.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · last AC: 2021-06-25 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math
[zhaohaikun's solution](#)

210.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[zhaohaikun's solution](#)

211.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · last AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[zhaohaikun's solution](#)

212.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,068 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zhaohaikun's solution](#)

213.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,079 global accepts · Rating: 1000 · first AC: 2020-08-19 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: implementation

[zhaohaikun's solution](#)

214.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: brute force, math

[zhaohaikun's solution](#)

215.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · last AC: 2020-08-04 · GNU C++11 (first AC) · Tags: greedy, math

[zhaohaikun's solution](#)

216.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: implementation

[zhaohaikun's solution](#)

217.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[zhaohaikun's solution](#)

218.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[zhaohaikun's solution](#)

219.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zhaohaikun's solution](#)

220.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zhaohaikun's solution](#)

221.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[zhaohaikun's solution](#)

222.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

223.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[zhaohaikun's solution](#)

224.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[zhaohaikun's solution](#)

225.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[zhaohaikun's solution](#)

226.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,013 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[zhaohaikun's solution](#)

227.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

228.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zhaohaikun's solution](#)

229.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,630 global accepts · Rating: 1100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[zhaohaikun's solution](#)

230.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

231.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[zhaohaikun's solution](#)

232.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[zhaohaikun's solution](#)

233.

1842B

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

Quality: 25,537 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[zhaohaikun's solution](#)

234.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[zhaohaikun's solution](#)

235.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[zhaohaikun's solution](#)

236.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[zhaohaikun's solution](#)

237.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

238.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zhaohaikun's solution](#)

239.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[zhaohaikun's solution](#)

240.

1702C

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

Quality: 25,121 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[zhaohaikun's solution](#)

241.

1673B

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

Quality: 21,771 global accepts · Rating: 1100 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[zhaohaikun's solution](#)

242.

1656B

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

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[zhaohaikun's solution](#)

243.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-03-18 · last AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[zhaohaikun's solution](#)

244.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-02-01 · last AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[zhaohaikun's solution](#)

245.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[zhaohaikun's solution](#)

246.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zhaohaikun's solution](#)

247.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[zhaohaikun's solution](#)

248.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[zhaohaikun's solution](#)

249.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: greedy

[zhaohaikun's solution](#)

250.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · last AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[zhaohaikun's solution](#)

251.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[zhaohaikun's solution](#)

252.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zhaohaikun's solution](#)

253.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zhaohaikun's solution](#)

254.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-04 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[zhaohaikun's solution](#)

255.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[zhaohaikun's solution](#)

256.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[zhaohaikun's solution](#)

257.

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[zhaohaikun's solution](#)

258.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[zhaohaikun's solution](#)

259.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zhaohaikun's solution](#)

260.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[zhaohaikun's solution](#)

261.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[zhaohaikun's solution](#)

262.

1909B

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

Quality: 30,957 global accepts · Rating: 1200 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[zhaohaikun's solution](#)

263.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[zhaohaikun's solution](#)

264.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[zhaohaikun's solution](#)

265.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[zhaohaikun's solution](#)

266.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zhaohaikun's solution](#)

267.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zhaohaikun's solution](#)

268.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhaohaikun's solution](#)

269.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zhaohaikun's solution](#)

270.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[zhaohaikun's solution](#)

271.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zhaohaikun's solution](#)

272.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-05-14 · last AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[zhaohaikun's solution](#)

273.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[zhaohaikun's solution](#)

274.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[zhaohaikun's solution](#)

275.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zhaohaikun's solution](#)

276.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-03-18 · last AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zhaohaikun's solution](#)

277.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[zhaohaikun's solution](#)

278.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhaohaikun's solution](#)

279.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[zhaohaikun's solution](#)

280.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[zhaohaikun's solution](#)

281.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[zhaohaikun's solution](#)

282.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-20 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[zhaohaikun's solution](#)

283.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[zhaohaikun's solution](#)

284.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · last AC: 2021-06-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[zhaohaikun's solution](#)

285.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zhaohaikun's solution](#)

286.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,709 global accepts · Rating: 1200 · first AC: 2021-04-04 · last AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhaohaikun's solution](#)

287.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,683 global accepts · Rating: 1200 · first AC: 2021-02-15 · last AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[zhaohaikun's solution](#)

288.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-02-27 · GNU C++11 (first AC) · Tags: dp, implementation, math

[zhaohaikun's solution](#)

289.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2020-10-06 · GNU C++11 (first AC) · Tags: data structures, implementation

[zhaohaikun's solution](#)

290.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[zhaohaikun's solution](#)

291.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[zhaohaikun's solution](#)

292.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-08-19 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[zhaohaikun's solution](#)

293.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · last AC: 2020-05-23 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[zhaohaikun's solution](#)

294.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · last AC: 2020-05-23 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[zhaohaikun's solution](#)

295.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[zhaohaikun's solution](#)

296.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2022-12-22 · last AC: 2025-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[zhaohaikun's solution](#)

297.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[zhaohaikun's solution](#)

298.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,478 global accepts · Rating: 1300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[zhaohaikun's solution](#)

299.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[zhaohaikun's solution](#)

300.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zhaohaikun's solution](#)

301.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[zhaohaikun's solution](#)

302.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[zhaohaikun's solution](#)

303.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[zhaohaikun's solution](#)

304.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[zhaohaikun's solution](#)

305.

1879C

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

Quality: 27,109 global accepts · Rating: 1300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[zhaohaikun's solution](#)

306.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zhaohaikun's solution](#)

307.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[zhaohaikun's solution](#)

308.

1815A

[lan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zhaohaikun's solution](#)

309.

1867C

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

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[zhaohaikun's solution](#)

310.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[zhaohaikun's solution](#)

311.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[zhaohaikun's solution](#)

312.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhaohaikun's solution](#)

313.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[zhaohaikun's solution](#)

314.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[zhaohaikun's solution](#)

315.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zhaohaikun's solution](#)

316.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[zhaohaikun's solution](#)

317.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zhaohaikun's solution](#)

318.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zhaohaikun's solution](#)

319.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-02-06 · last AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[zhaohaikun's solution](#)

320.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · last AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zhaohaikun's solution](#)

321.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[zhaohaikun's solution](#)

322.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhaohaikun's solution](#)

323.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[zhaohaikun's solution](#)

324.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[zhaohaikun's solution](#)

325.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math
[zhaohaikun's solution](#)

326.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[zhaohaikun's solution](#)

327.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[zhaohaikun's solution](#)

328.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[zhaohaikun's solution](#)

329.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[zhaohaikun's solution](#)

330.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[zhaohaikun's solution](#)

331.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[zhaohaikun's solution](#)

332.

1420C1

[Pokémon Army \(easy version\) · Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[zhaohaikun's solution](#)

333.

1538C

[Number of Pairs · Tutorial](#)

Quality: 34,399 global accepts · Rating: 1300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers
[zhaohaikun's solution](#)

334.

1422B

[Nice Matrix · Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · last AC: 2020-10-06 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[zhaohaikun's solution](#)

335.

1401C

[Mere Array · Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings
[zhaohaikun's solution](#)

336.

2097A

[Sports Betting · Tutorial](#)

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

337.

2035C

[Alya and Permutation · Tutorial](#)

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[zhaohaikun's solution](#)

338.

1993C

[Light Switches · Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[zhaohaikun's solution](#)

339.

1967A

[Permutation Counting · Tutorial](#)

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[zhaohaikun's solution](#)

340.

1970C1

[Game on Tree \(Easy\) · Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games
[zhaohaikun's solution](#)

341.

1967B1

[Reverse Card \(Easy Version\) · Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[zhaohaikun's solution](#)

342.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[zhaohaikun's solution](#)

343.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[zhaohaikun's solution](#)

344.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[zhaohaikun's solution](#)

345.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[zhaohaikun's solution](#)

346.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[zhaohaikun's solution](#)

347.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[zhaohaikun's solution](#)

348.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[zhaohaikun's solution](#)

349.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[zhaohaikun's solution](#)

350.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[zhaohaikun's solution](#)

351.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[zhaohaikun's solution](#)

352.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zhaohaikun's solution](#)

353.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[zhaohaikun's solution](#)

354.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[zhaohaikun's solution](#)

355.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

356.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[zhaohaikun's solution](#)

357.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[zhaohaikun's solution](#)

358.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[zhaohaikun's solution](#)

359.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[zhaohaikun's solution](#)

360.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[zhaohaikun's solution](#)

361.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation
[zhaohaikun's solution](#)

362.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zhaohaikun's solution](#)

363.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · last AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[zhaohaikun's solution](#)

364.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,763 global accepts · Rating: 1400 · first AC: 2022-03-06 · last AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[zhaohaikun's solution](#)

365.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[zhaohaikun's solution](#)

366.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · last AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[zhaohaikun's solution](#)

367.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-02-06 · last AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[zhaohaikun's solution](#)

368.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · last AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[zhaohaikun's solution](#)

369.

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[zhaohaikun's solution](#)

370.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[zhaohaikun's solution](#)

371.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, graphs,

greedy

[zhaohaikun's solution](#)

372.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zhaohaikun's solution](#)

373.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-06-09 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[zhaohaikun's solution](#)

374.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: math, number theory

[zhaohaikun's solution](#)

375.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,733 global accepts · Rating: 1400 · first AC: 2021-05-28 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[zhaohaikun's solution](#)

376.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhaohaikun's solution](#)

377.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-05-01 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[zhaohaikun's solution](#)

378.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[zhaohaikun's solution](#)

379.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[zhaohaikun's solution](#)

380.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-08-19 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[zhaohaikun's solution](#)

381.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zhaohaikun's solution](#)

382.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[zhaohaikun's solution](#)

383.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[zhaohaikun's solution](#)

384.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2022-12-22 · last AC: 2025-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zhaohaikun's solution](#)

385.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zhaohaikun's solution](#)

386.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zhaohaikun's solution](#)

387.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[zhaohaikun's solution](#)

388.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

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389.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[zhaohaikun's solution](#)

390.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[zhaohaikun's solution](#)

391.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[zhaohaikun's solution](#)

392.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[zhaohaikun's solution](#)

393.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[zhaohaikun's solution](#)

394.

1842C

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

Quality: 16,493 global accepts · Rating: 1500 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhaohaikun's solution](#)

395.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[zhaohaikun's solution](#)

396.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[zhaohaikun's solution](#)

397.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[zhaohaikun's solution](#)

398.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhaohaikun's solution](#)

399.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[zhaohaikun's solution](#)

400.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zhaohaikun's solution](#)

401.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math
[zhaohaikun's solution](#)

402.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · last AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zhaohaikun's solution](#)

403.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[zhaohaikun's solution](#)

404.

1646C

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

Quality: 19,514 global accepts · Rating: 1500 · first AC: 2022-03-04 · last AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[zhaohaikun's solution](#)

405.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-29 · last AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[zhaohaikun's solution](#)

406.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · last AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[zhaohaikun's solution](#)

407.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[zhaohaikun's solution](#)

408.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

409.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[zhaohaikun's solution](#)

410.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[zhaohaikun's solution](#)

411.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[zhaohaikun's solution](#)

412.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[zhaohaikun's solution](#)

413.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[zhaohaikun's solution](#)

414.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[zhaohaikun's solution](#)

415.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[zhaohaikun's solution](#)

416.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,534 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[zhaohaikun's solution](#)

417.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[zhaohaikun's solution](#)

418.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[zhaohaikun's solution](#)

419.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-22 · last AC: 2021-03-23 · GNU C++11 (first AC) · Tags: implementation, math

[zhaohaikun's solution](#)

420.

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zhaohaikun's solution](#)

421.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

brute force, math, number theory

[zhaohaikun's solution](#)

422.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[zhaohaikun's solution](#)

423.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[zhaohaikun's solution](#)

424.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[zhaohaikun's solution](#)

425.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math

[zhaohaikun's solution](#)

426.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[zhaohaikun's solution](#)

427.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[zhaohaikun's solution](#)

428.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[zhaohaikun's solution](#)

429.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[zhaohaikun's solution](#)

430.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[zhaohaikun's solution](#)

431.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[zhaohaikun's solution](#)

432.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,621 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[zhaohaikun's solution](#)

433.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[zhaohaikun's solution](#)

434.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[zhaohaikun's solution](#)

435.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings
[zhaohaikun's solution](#)

436.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[zhaohaikun's solution](#)

437.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[zhaohaikun's solution](#)

438.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[zhaohaikun's solution](#)

439.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[zhaohaikun's solution](#)

440.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[zhaohaikun's solution](#)

441.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[zhaohaikun's solution](#)

442.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[zhaohaikun's solution](#)

443.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhaohaikun's solution](#)

444.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[zhaohaikun's solution](#)

445.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[zhaohaikun's solution](#)

446.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · last AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[zhaohaikun's solution](#)

447.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[zhaohaikun's solution](#)

448.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, two pointers

[zhaohaikun's solution](#)

449.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[zhaohaikun's solution](#)

450.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zhaohaikun's solution](#)

451.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[zhaohaikun's solution](#)

452.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · last AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[zhaohaikun's solution](#)

453.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,695 global accepts · Rating: 1600 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zhaohaikun's solution](#)

454.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · last AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zhaohaikun's solution](#)

455.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[zhaohaikun's solution](#)

456.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zhaohaikun's solution](#)

457.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[zhaohaikun's solution](#)

458.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 1600 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: games, trees

[zhaohaikun's solution](#)

459.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[zhaohaikun's solution](#)

460.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[zhaohaikun's solution](#)

461.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: binary search, dp

[zhaohaikun's solution](#)

462.

1526C2

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

Quality: 29,730 global accepts · Rating: 1600 · first AC: 2021-05-28 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zhaohaikun's solution](#)

463.

1519D

[Maximum Sum of Products · Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-05-01 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[zhaohaikun's solution](#)

464.

1505B

[DMCA · Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[zhaohaikun's solution](#)

465.

1303C

[Perfect Keyboard · Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation

[zhaohaikun's solution](#)

466.

1503A

[Balance the Bits · Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-04 · last AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[zhaohaikun's solution](#)

467.

1504C

[Balance the Bits · Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[zhaohaikun's solution](#)

468.

1483A

[Basic Diplomacy · Tutorial](#)

Rating: 1600 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[zhaohaikun's solution](#)

469.

1484C

[Basic Diplomacy · Tutorial](#)

Rating: 1600 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: combinatorics, flows, greedy, implementation

[zhaohaikun's solution](#)

470.

1481C

[Fence Painting · Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · last AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[zhaohaikun's solution](#)

471.

1395C

[Boboniu and Bit Operations · Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[zhaohaikun's solution](#)

472.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,600 global accepts · Rating: 1600 · first AC: 2020-08-14 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: data structures, dp, math

[zhaohaikun's solution](#)

473.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[zhaohaikun's solution](#)

474.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · last AC: 2020-03-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[zhaohaikun's solution](#)

475.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[zhaohaikun's solution](#)

476.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2022-12-22 · last AC: 2025-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zhaohaikun's solution](#)

477.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zhaohaikun's solution](#)

478.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[zhaohaikun's solution](#)

479.

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

[zhaohaikun's solution](#)

480.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 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

[zhaohaikun's solution](#)

481.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[zhaohaikun's solution](#)

482.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[zhaohaikun's solution](#)

483.

1942C2

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Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
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484.

1936A

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485.

1580A

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486.

1930C

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487.

1586C

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488.

1896D

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489.

1916D

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490.

1893B

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491.

1889B

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492.

1879D

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493.

1783C

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Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

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494.

1731C

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495.

1361A

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496.

1864D

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497.

1684D

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498.

1835A

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499.

1799C

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500.

1776F

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501.

1777C

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502.

1677B

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503.

1779D

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504.

1693B

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505.

1770C

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506.

1497E1

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Quality: 9,112 global accepts · Rating: 1700 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
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507.

1621C

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508.

1715C

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509.

1706D1

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510.

1699C

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511.

1702F

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512.

1628B

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513.

1608C

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514.

1598D

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515.

1592C

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516.

1562D1

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517.

1561D1

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Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory
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518.

1557C

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519.

1554B

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520.

219D

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521.

1550C

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522.

1538D

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523.

1503B

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524.

1292B

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525.

1485C

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526.

1479A

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527.

1478C

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528.

1467B

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529.

1422C

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530.

1406C

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531.

1393C

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Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

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532.

1260C

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533.

76D

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534.

290C

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535.

739A

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536.

2079D

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537.

2035D

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538.

2006B

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539.

1987D

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540.

1970E1

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Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

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541.

1965B

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542.

1450D

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1793D

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1949I

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545.

1930D1

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546.

1586D

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547.

1740E

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548.

1912K

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549.

1750D

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550.

1870D

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551.

1867D

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552.

1856E1

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553.

1852B

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554.

1852A

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555.

1824B1

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556.

1801B

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557.

1782D

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Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
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558.

1718A1

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559.

1713D

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560.

1705D

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
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561.

1648B

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562.

1635D

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563.

1637D

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Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-03-18 · last AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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564.

1630B

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565.

1556D

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566.

1556C

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567.

1316C

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568.

1552D

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569.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

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570.

1560E

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571.

459D

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Quality: 12,806 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer,

sortings

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572.

1548B

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Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[zhaohaikun's solution](#)

573.

1554D

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Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

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574.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[zhaohaikun's solution](#)

575.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[zhaohaikun's solution](#)

576.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-06-10 · last AC: 2021-06-10 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[zhaohaikun's solution](#)

577.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · last AC: 2021-06-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[zhaohaikun's solution](#)

578.

580D

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Quality: 11,874 global accepts · Rating: 1800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: bitmasks, dp

[zhaohaikun's solution](#)

579.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[zhaohaikun's solution](#)

580.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[zhaohaikun's solution](#)

581.

1509C

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

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-16 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: dp, greedy

[zhaohaikun's solution](#)

582.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[zhaohaikun's solution](#)

583.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[zhaohaikun's solution](#)

584.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[zhaohaikun's solution](#)

585.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[zhaohaikun's solution](#)

586.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2021-03-11 · last AC: 2021-03-11 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[zhaohaikun's solution](#)

587.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[zhaohaikun's solution](#)

588.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[zhaohaikun's solution](#)

589.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[zhaohaikun's solution](#)

590.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[zhaohaikun's solution](#)

591.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[zhaohaikun's solution](#)

592.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[zhaohaikun's solution](#)

593.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · last AC: 2020-08-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[zhaohaikun's solution](#)

594.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · last AC: 2020-05-23 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[zhaohaikun's solution](#)

595.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zhaohaikun's solution](#)

596.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: implementation, math

[zhaohaikun's solution](#)

597.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: greedy

[zhaohaikun's solution](#)

598.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[zhaohaikun's solution](#)

599.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 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

[zhaohaikun's solution](#)

600.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zhaohaikun's solution](#)

601.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zhaohaikun's solution](#)

602.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[zhaohaikun's solution](#)

603.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[zhaohaikun's solution](#)

604.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zhaohaikun's solution](#)

605.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[zhaohaikun's solution](#)

606.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[zhaohaikun's solution](#)

607.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[zhaohaikun's solution](#)

608.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[zhaohaikun's solution](#)

609.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[zhaohaikun's solution](#)

610.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[zhaohaikun's solution](#)

611.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[zhaohaikun's solution](#)

612.

1887A2

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

Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[zhaohaikun's solution](#)

613.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[zhaohaikun's solution](#)

614.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-09-06 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[zhaohaikun's solution](#)

615.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[zhaohaikun's solution](#)

616.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[zhaohaikun's solution](#)

617.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[zhaohaikun's solution](#)

618.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zhaohaikun's solution](#)

619.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[zhaohaikun's solution](#)

620.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[zhaohaikun's solution](#)

621.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zhaohaikun's solution](#)

622.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[zhaohaikun's solution](#)

623.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[zhaohaikun's solution](#)

624.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zhaohaikun's solution](#)

625.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zhaohaikun's solution](#)

626.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[zhaohaikun's solution](#)

627.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zhaohaikun's solution](#)

628.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · last AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[zhaohaikun's solution](#)

629.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zhaohaikun's solution](#)

630.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[zhaohaikun's solution](#)

631.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[zhaohaikun's solution](#)

632.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
[zhaohaikun's solution](#)

633.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees
[zhaohaikun's solution](#)

634.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs
[zhaohaikun's solution](#)

635.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[zhaohaikun's solution](#)

636.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[zhaohaikun's solution](#)

637.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · last AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation
[zhaohaikun's solution](#)

638.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-02-06 · last AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[zhaohaikun's solution](#)

639.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-10 · last AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
[zhaohaikun's solution](#)

640.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers
[zhaohaikun's solution](#)

641.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[zhaohaikun's solution](#)

642.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp
[zhaohaikun's solution](#)

643.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings
[zhaohaikun's solution](#)

644.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
[zhaohaikun's solution](#)

645.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings
[zhaohaikun's solution](#)

646.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: data structures, number theory
[zhaohaikun's solution](#)

647.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[zhaohaikun's solution](#)

648.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
[zhaohaikun's solution](#)

649.

1509D

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

Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[zhaohaikun's solution](#)

650.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation
[zhaohaikun's solution](#)

651.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-23 · last AC: 2021-03-23 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation
[zhaohaikun's solution](#)

652.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zhaohaikun's solution](#)

653.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-25 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[zhaohaikun's solution](#)

654.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[zhaohaikun's solution](#)

655.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: dp

[zhaohaikun's solution](#)

656.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zhaohaikun's solution](#)

657.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: *special

[zhaohaikun's solution](#)

658.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: math

[zhaohaikun's solution](#)

659.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2025-11-21 · last AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zhaohaikun's solution](#)

660.

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[zhaohaikun's solution](#)

661.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[zhaohaikun's solution](#)

662.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[zhaohaikun's solution](#)

663.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[zhaohaikun's solution](#)

664.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[zhaohaikun's solution](#)

665.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zhaohaikun's solution](#)

666.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[zhaohaikun's solution](#)

667.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[zhaohaikun's solution](#)

668.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[zhaohaikun's solution](#)

669.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[zhaohaikun's solution](#)

670.

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

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671.

1891F

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Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[zhaohaikun's solution](#)

672.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zhaohaikun's solution](#)

673.

1783D

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Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[zhaohaikun's solution](#)

674.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
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675.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
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676.

1716D

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Quality: 6,136 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
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677.

1716C

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Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
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678.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[zhaohaikun's solution](#)

679.

1830B

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Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[zhaohaikun's solution](#)

680.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[zhaohaikun's solution](#)

681.

1804D

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Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[zhaohaikun's solution](#)

682.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
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683.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[zhaohaikun's solution](#)

684.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2021-08-13 · last AC: 2022-12-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[zhaohaikun's solution](#)

685.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[zhaohaikun's solution](#)

686.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[zhaohaikun's solution](#)

687.

1101D

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Quality: 5,424 global accepts · Rating: 2000 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[zhaohaikun's solution](#)

688.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[zhaohaikun's solution](#)

689.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[zhaohaikun's solution](#)

690.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[zhaohaikun's solution](#)

691.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[zhaohaikun's solution](#)

692.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[zhaohaikun's solution](#)

693.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · last AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[zhaohaikun's solution](#)

694.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · last AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[zhaohaikun's solution](#)

695.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · last AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[zhaohaikun's solution](#)

696.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhaohaikun's solution](#)

697.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[zhaohaikun's solution](#)

698.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[zhaohaikun's solution](#)

699.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[zhaohaikun's solution](#)

700.

1363E

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Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[zhaohaikun's solution](#)

701.

1304E

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Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[zhaohaikun's solution](#)

702.

545E

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Quality: 5,554 global accepts · Rating: 2000 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[zhaohaikun's solution](#)

703.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[zhaohaikun's solution](#)

704.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: dp, math

[zhaohaikun's solution](#)

705.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[zhaohaikun's solution](#)

706.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[zhaohaikun's solution](#)

707.

1388D

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Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[zhaohaikun's solution](#)

708.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[zhaohaikun's solution](#)

709.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

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710.

2150C

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Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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711.

2029E

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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

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712.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[zhaohaikun's solution](#)

713.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[zhaohaikun's solution](#)

714.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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715.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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716.

1942D

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Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[zhaohaikun's solution](#)

717.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[zhaohaikun's solution](#)

718.

1924B

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Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[zhaohaikun's solution](#)

719.

1896E

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Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

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720.

1787E

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Quality: 2,718 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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721.

1912B

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Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, math

[zhaohaikun's solution](#)

722.

1667B

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Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zhaohaikun's solution](#)

723.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer
[zhaohaikun's solution](#)

724.

1761D

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Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[zhaohaikun's solution](#)

725.

1876C

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
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726.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[zhaohaikun's solution](#)

727.

1866G

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Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[zhaohaikun's solution](#)

728.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[zhaohaikun's solution](#)

729.

1863E

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Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
[zhaohaikun's solution](#)

730.

1801D

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Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[zhaohaikun's solution](#)

731.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive
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732.

1864E

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Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
[zhaohaikun's solution](#)

733.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[zhaohaikun's solution](#)

734.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[zhaohaikun's solution](#)

735.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zhaohaikun's solution](#)

736.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[zhaohaikun's solution](#)

737.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[zhaohaikun's solution](#)

738.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[zhaohaikun's solution](#)

739.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zhaohaikun's solution](#)

740.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[zhaohaikun's solution](#)

741.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2021-08-06 · last AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zhaohaikun's solution](#)

742.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[zhaohaikun's solution](#)

743.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[zhaohaikun's solution](#)

744.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-03-18 · last AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[zhaohaikun's solution](#)

745.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · last AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[zhaohaikun's solution](#)

746.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[zhaohaikun's solution](#)

747.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[zhaohaikun's solution](#)

748.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[zhaohaikun's solution](#)

749.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[zhaohaikun's solution](#)

750.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[zhaohaikun's solution](#)

751.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[zhaohaikun's solution](#)

752.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, shortest

paths

[zhaohaikun's solution](#)

753.

1483C

[Skyline Photo](#) · [Tutorial](#)

Quality: 2100 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[zhaohaikun's solution](#)

754.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-04 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: dp, strings

[zhaohaikun's solution](#)

755.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[zhaohaikun's solution](#)

756.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[zhaohaikun's solution](#)

757.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: greedy

[zhaohaikun's solution](#)

758.

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

[zhaohaikun's solution](#)

759.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[zhaohaikun's solution](#)

760.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[zhaohaikun's solution](#)

761.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[zhaohaikun's solution](#)

762.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[zhaohaikun's solution](#)

763.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[zhaohaikun's solution](#)

764.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees
[zhaohaikun's solution](#)

765.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[zhaohaikun's solution](#)

766.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[zhaohaikun's solution](#)

767.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
[zhaohaikun's solution](#)

768.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
[zhaohaikun's solution](#)

769.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[zhaohaikun's solution](#)

770.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
[zhaohaikun's solution](#)

771.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[zhaohaikun's solution](#)

772.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
[zhaohaikun's solution](#)

773.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[zhaohaikun's solution](#)

774.

1785C

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

Rating: 2200 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[zhaohaikun's solution](#)

775.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings
[zhaohaikun's solution](#)

776.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[zhaohaikun's solution](#)

777.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[zhaohaikun's solution](#)

778.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[zhaohaikun's solution](#)

779.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry
[zhaohaikun's solution](#)

780.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[zhaohaikun's solution](#)

781.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
[zhaohaikun's solution](#)

782.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[zhaohaikun's solution](#)

783.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[zhaohaikun's solution](#)

784.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math
[zhaohaikun's solution](#)

785.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[zhaohaikun's solution](#)

786.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers
[zhaohaikun's solution](#)

787.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[zhaohaikun's solution](#)

788.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees
[zhaohaikun's solution](#)

789.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[zhaohaikun's solution](#)

790.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[zhaohaikun's solution](#)

791.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[zhaohaikun's solution](#)

792.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math
[zhaohaikun's solution](#)

793.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · last AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[zhaohaikun's solution](#)

794.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-02-06 · last AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[zhaohaikun's solution](#)

795.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[zhaohaikun's solution](#)

796.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[zhaohaikun's solution](#)

797.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[zhaohaikun's solution](#)

798.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zhaohaikun's solution](#)

799.

1552F

[Telepaniting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[zhaohaikun's solution](#)

800.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[zhaohaikun's solution](#)

801.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · last AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zhaohaikun's solution](#)

802.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[zhaohaikun's solution](#)

803.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zhaohaikun's solution](#)

804.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[zhaohaikun's solution](#)

805.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[zhaohaikun's solution](#)

806.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[zhaohaikun's solution](#)

807.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[zhaohaikun's solution](#)

808.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[zhaohaikun's solution](#)

809.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[zhaohaikun's solution](#)

810.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[zhaohaikun's solution](#)

811.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-04-02 · last AC: 2021-04-03 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[zhaohaikun's solution](#)

812.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-12-17 · last AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[zhaohaikun's solution](#)

813.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[zhaohaikun's solution](#)

814.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[zhaohaikun's solution](#)

815.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[zhaohaikun's solution](#)

816.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[zhaohaikun's solution](#)

817.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[zhaohaikun's solution](#)

818.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special

[zhaohaikun's solution](#)

819.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[zhaohaikun's solution](#)

820.

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

[zhaohaikun's solution](#)

821.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[zhaohaikun's solution](#)

822.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zhaohaikun's solution](#)

823.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[zhaohaikun's solution](#)

824.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[zhaohaikun's solution](#)

825.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zhaohaikun's solution](#)

826.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[zhaohaikun's solution](#)

827.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[zhaohaikun's solution](#)

828.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[zhaohaikun's solution](#)

829.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

830.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[zhaohaikun's solution](#)

831.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
[zhaohaikun's solution](#)

832.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[zhaohaikun's solution](#)

833.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[zhaohaikun's solution](#)

834.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[zhaohaikun's solution](#)

835.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zhaohaikun's solution](#)

836.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[zhaohaikun's solution](#)

837.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhaohaikun's solution](#)

838.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhaohaikun's solution](#)

839.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[zhaohaikun's solution](#)

840.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[zhaohaikun's solution](#)

841.

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-01 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[zhaohaikun's solution](#)

842.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zhaohaikun's solution](#)

843.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[zhaohaikun's solution](#)

844.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[zhaohaikun's solution](#)

845.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: flows

[zhaohaikun's solution](#)

846.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[zhaohaikun's solution](#)

847.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhaohaikun's solution](#)

848.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[zhaohaikun's solution](#)

849.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[zhaohaikun's solution](#)

850.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[zhaohaikun's solution](#)

851.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zhaohaikun's solution](#)

852.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[zhaohaikun's solution](#)

853.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[zhaohaikun's solution](#)

854.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[zhaohaikun's solution](#)

855.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[zhaohaikun's solution](#)

856.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[zhaohaikun's solution](#)

857.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[zhaohaikun's solution](#)

858.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[zhaohaikun's solution](#)

859.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices
[zhaohaikun's solution](#)

860.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-11-27 · last AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[zhaohaikun's solution](#)

861.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[zhaohaikun's solution](#)

862.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees
[zhaohaikun's solution](#)

863.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[zhaohaikun's solution](#)

864.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[zhaohaikun's solution](#)

865.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[zhaohaikun's solution](#)

866.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[zhaohaikun's solution](#)

867.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zhaohaikun's solution](#)

868.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[zhaohaikun's solution](#)

869.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[zhaohaikun's solution](#)

870.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[zhaohaikun's solution](#)

871.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[zhaohaikun's solution](#)

872.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[zhaohaikun's solution](#)

873.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[zhaohaikun's solution](#)

874.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[zhaohaikun's solution](#)

875.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[zhaohaikun's solution](#)

876.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[zhaohaikun's solution](#)

877.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zhaohaikun's solution](#)

878.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[zhaohaikun's solution](#)

879.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[zhaohaikun's solution](#)

880.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[zhaohaikun's solution](#)

881.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-16 · last AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[zhaohaikun's solution](#)

882.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: graphs, shortest paths, sortings

[zhaohaikun's solution](#)

883.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2020-03-02 · last AC: 2020-03-02 · GNU C++11 (first AC) · Tags: data structures, math
[zhaohaikun's solution](#)

884.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: brute force, dp
[zhaohaikun's solution](#)

885.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: games
[zhaohaikun's solution](#)

886.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, greedy
[zhaohaikun's solution](#)

887.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry
[zhaohaikun's solution](#)

888.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[zhaohaikun's solution](#)

889.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
[zhaohaikun's solution](#)

890.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[zhaohaikun's solution](#)

891.

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
[zhaohaikun's solution](#)

892.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees
[zhaohaikun's solution](#)

893.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
[zhaohaikun's solution](#)

894.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[zhaohaikun's solution](#)

895.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, graph matchings

[zhaohaikun's solution](#)

896.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[zhaohaikun's solution](#)

897.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[zhaohaikun's solution](#)

898.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zhaohaikun's solution](#)

899.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zhaohaikun's solution](#)

900.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[zhaohaikun's solution](#)

901.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[zhaohaikun's solution](#)

902.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zhaohaikun's solution](#)

903.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[zhaohaikun's solution](#)

904.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[zhaohaikun's solution](#)

905.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[zhaohaikun's solution](#)

906.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[zhaohaikun's solution](#)

907.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[zhaohaikun's solution](#)

908.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zhaohaikun's solution](#)

909.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zhaohaikun's solution](#)

910.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[zhaohaikun's solution](#)

911.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[zhaohaikun's solution](#)

912.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[zhaohaikun's solution](#)

913.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[zhaohaikun's solution](#)

914.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[zhaohaikun's solution](#)

915.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[zhaohaikun's solution](#)

916.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[zhaohaikun's solution](#)

917.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[zhaohaikun's solution](#)

918.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[zhaohaikun's solution](#)

919.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[zhaohaikun's solution](#)

920.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[zhaohaikun's solution](#)

921.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[zhaohaikun's solution](#)

922.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[zhaohaikun's solution](#)

923.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[zhaohaikun's solution](#)

924.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[zhaohaikun's solution](#)

925.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[zhaohaikun's solution](#)

926.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
[zhaohaikun's solution](#)

927.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[zhaohaikun's solution](#)

928.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[zhaohaikun's solution](#)

929.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[zhaohaikun's solution](#)

930.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[zhaohaikun's solution](#)

931.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
[zhaohaikun's solution](#)

932.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
[zhaohaikun's solution](#)

933.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[zhaohaikun's solution](#)

934.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[zhaohaikun's solution](#)

935.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[zhaohaikun's solution](#)

936.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[zhaohaikun's solution](#)

937.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[zhaohaikun's solution](#)

938.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[zhaohaikun's solution](#)

939.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[zhaohaikun's solution](#)

940.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[zhaohaikun's solution](#)

941.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[zhaohaikun's solution](#)

942.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhaohaikun's solution](#)

943.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[zhaohaikun's solution](#)

944.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs
[zhaohaikun's solution](#)

945.

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees
[zhaohaikun's solution](#)

946.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[zhaohaikun's solution](#)

947.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[zhaohaikun's solution](#)

948.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees
[zhaohaikun's solution](#)

949.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp
[zhaohaikun's solution](#)

950.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices
[zhaohaikun's solution](#)

951.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[zhaohaikun's solution](#)

952.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zhaohaikun's solution](#)

953.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
[zhaohaikun's solution](#)

954.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · last AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[zhaohaikun's solution](#)

955.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[zhaohaikun's solution](#)

956.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[zhaohaikun's solution](#)

957.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, shortest paths

[zhaohaikun's solution](#)

958.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[zhaohaikun's solution](#)

959.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhaohaikun's solution](#)

960.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[zhaohaikun's solution](#)

961.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · last AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[zhaohaikun's solution](#)

962.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[zhaohaikun's solution](#)

963.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[zhaohaikun's solution](#)

964.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[zhaohaikun's solution](#)

965.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[zhaohaikun's solution](#)

966.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math
[zhaohaikun's solution](#)

967.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[zhaohaikun's solution](#)

968.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[zhaohaikun's solution](#)

969.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[zhaohaikun's solution](#)

970.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[zhaohaikun's solution](#)

971.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
[zhaohaikun's solution](#)

972.

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
[zhaohaikun's solution](#)

973.

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
[zhaohaikun's solution](#)

974.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy
[zhaohaikun's solution](#)

975.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, sortings
[zhaohaikun's solution](#)

976.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[zhaohaikun's solution](#)

977.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zhaohaikun's solution](#)

978.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees
[zhaohaikun's solution](#)

979.

1586F

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

Rating: 2500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[zhaohaikun's solution](#)

980.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[zhaohaikun's solution](#)

981.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

982.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[zhaohaikun's solution](#)

983.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[zhaohaikun's solution](#)

984.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[zhaohaikun's solution](#)

985.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zhaohaikun's solution](#)

986.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2023-09-07 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[zhaohaikun's solution](#)

987.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[zhaohaikun's solution](#)

988.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[zhaohaikun's solution](#)

989.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[zhaohaikun's solution](#)

990.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zhaohaikun's solution](#)

991.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[zhaohaikun's solution](#)

992.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-07-27 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[zhaohaikun's solution](#)

993.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[zhaohaikun's solution](#)

994.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: games
[zhaohaikun's solution](#)

995.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-25 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[zhaohaikun's solution](#)

996.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
[zhaohaikun's solution](#)

997.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[zhaohaikun's solution](#)

998.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[zhaohaikun's solution](#)

999.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[zhaohaikun's solution](#)

1000.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs
[zhaohaikun's solution](#)

1001.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[zhaohaikun's solution](#)

1002.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[zhaohaikun's solution](#)

1003.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[zhaohaikun's solution](#)

1004.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[zhaohaikun's solution](#)

1005.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zhaohaikun's solution](#)

1006.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[zhaohaikun's solution](#)

1007.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[zhaohaikun's solution](#)

1008.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[zhaohaikun's solution](#)

1009.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[zhaohaikun's solution](#)

1010.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zhaohaikun's solution](#)

1011.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[zhaohaikun's solution](#)

1012.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[zhaohaikun's solution](#)

1013.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-08-13 · last AC: 2022-12-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[zhaohaikun's solution](#)

1014.

1497E2

[Square-Free Division \(hard version\) · Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[zhaohaikun's solution](#)

1015.

1771E

[Hossam and a Letter · Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[zhaohaikun's solution](#)

1016.

1771F

[Hossam and Range Minimum Query · Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[zhaohaikun's solution](#)

1017.

1327F

[AND Segments · Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-12-13 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[zhaohaikun's solution](#)

1018.

1773I

[Interactive Factorial Guessing · Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive

[zhaohaikun's solution](#)

1019.

1100F

[Ivan and Burgers · Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[zhaohaikun's solution](#)

1020.

1497D

[Genius · Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[zhaohaikun's solution](#)

1021.

1427E

[Xum · Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[zhaohaikun's solution](#)

1022.

1539E

[Game with Cards · Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[zhaohaikun's solution](#)

1023.

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[zhaohaikun's solution](#)

1024.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[zhaohaikun's solution](#)

1025.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[zhaohaikun's solution](#)

1026.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[zhaohaikun's solution](#)

1027.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[zhaohaikun's solution](#)

1028.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[zhaohaikun's solution](#)

1029.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[zhaohaikun's solution](#)

1030.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[zhaohaikun's solution](#)

1031.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers

[zhaohaikun's solution](#)

1032.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zhaohaikun's solution](#)

1033.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dsu, graphs, greedy, trees, two pointers

[zhaohaikun's solution](#)

1034.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[zhaohaikun's solution](#)

1035.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-16 · last AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[zhaohaikun's solution](#)

1036.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[zhaohaikun's solution](#)

1037.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[zhaohaikun's solution](#)

1038.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[zhaohaikun's solution](#)

1039.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[zhaohaikun's solution](#)

1040.

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy

[zhaohaikun's solution](#)

1041.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[zhaohaikun's solution](#)

1042.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[zhaohaikun's solution](#)

1043.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhaohaikun's solution](#)

1044.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[zhaohaikun's solution](#)

1045.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[zhaohaikun's solution](#)

1046.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zhaohaikun's solution](#)

1047.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[zhaohaikun's solution](#)

1048.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[zhaohaikun's solution](#)

1049.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[zhaohaikun's solution](#)

1050.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zhaohaikun's solution](#)

1051.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[zhaohaikun's solution](#)

1052.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhaohaikun's solution](#)

1053.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zhaohaikun's solution](#)

1054.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[zhaohaikun's solution](#)

1055.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices

[zhaohaikun's solution](#)

1056.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhaohaikun's solution](#)

1057.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zhaohaikun's solution](#)

1058.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[zhaohaikun's solution](#)

1059.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[zhaohaikun's solution](#)

1060.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zhaohaikun's solution](#)

1061.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-11 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[zhaohaikun's solution](#)

1062.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-09-11 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zhaohaikun's solution](#)

1063.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhaohaikun's solution](#)

1064.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[zhaohaikun's solution](#)

1065.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[zhaohaikun's solution](#)

1066.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[zhaohaikun's solution](#)

1067.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2023-08-25 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[zhaohaikun's solution](#)

1068.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[zhaohaikun's solution](#)

1069.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-07-12 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[zhaohaikun's solution](#)

1070.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[zhaohaikun's solution](#)

1071.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[zhaohaikun's solution](#)

1072.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhaohaikun's solution](#)

1073.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[zhaohaikun's solution](#)

1074.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[zhaohaikun's solution](#)

1075.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-04-26 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[zhaohaikun's solution](#)

1076.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[zhaohaikun's solution](#)

1077.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[zhaohaikun's solution](#)

1078.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zhaohaikun's solution](#)

1079.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[zhaohaikun's solution](#)

1080.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[zhaohaikun's solution](#)

1081.

1793E

[Velepín and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[zhaohaikun's solution](#)

1082.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[zhaohaikun's solution](#)

1083.

1793F

[Rebreñding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and

conquer, implementation

[zhaohaikun's solution](#)

1084.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhaohaikun's solution](#)

1085.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[zhaohaikun's solution](#)

1086.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[zhaohaikun's solution](#)

1087.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[zhaohaikun's solution](#)

1088.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zhaohaikun's solution](#)

1089.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[zhaohaikun's solution](#)

1090.

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2022-12-03 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[zhaohaikun's solution](#)

1091.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[zhaohaikun's solution](#)

1092.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[zhaohaikun's solution](#)

1093.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, trees
[zhaohaikun's solution](#)

1094.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[zhaohaikun's solution](#)

1095.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[zhaohaikun's solution](#)

1096.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[zhaohaikun's solution](#)

1097.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math
[zhaohaikun's solution](#)

1098.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing
[zhaohaikun's solution](#)

1099.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy
[zhaohaikun's solution](#)

1100.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: dp, strings
[zhaohaikun's solution](#)

1101.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms
[zhaohaikun's solution](#)

1102.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees
[zhaohaikun's solution](#)

1103.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[zhaohaikun's solution](#)

1104.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[zhaohaikun's solution](#)

1105.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[zhaohaikun's solution](#)

1106.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[zhaohaikun's solution](#)

1107.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zhaohaikun's solution](#)

1108.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[zhaohaikun's solution](#)

1109.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[zhaohaikun's solution](#)

1110.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zhaohaikun's solution](#)

1111.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[zhaohaikun's solution](#)

1112.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[zhaohaikun's solution](#)

1113.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[zhaohaikun's solution](#)

1114.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[zhaohaikun's solution](#)

1115.

1916H2

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

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[zhaohaikun's solution](#)

1116.

1916H1

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

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[zhaohaikun's solution](#)

1117.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
[zhaohaikun's solution](#)

1118.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, math, matrices
[zhaohaikun's solution](#)

1119.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[zhaohaikun's solution](#)

1120.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings
[zhaohaikun's solution](#)

1121.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[zhaohaikun's solution](#)

1122.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[zhaohaikun's solution](#)

1123.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees
[zhaohaikun's solution](#)

1124.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-09-06 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[zhaohaikun's solution](#)

1125.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[zhaohaikun's solution](#)

1126.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[zhaohaikun's solution](#)

1127.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees, two pointers

[zhaohaikun's solution](#)

1128.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[zhaohaikun's solution](#)

1129.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[zhaohaikun's solution](#)

1130.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[zhaohaikun's solution](#)

1131.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[zhaohaikun's solution](#)

1132.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[zhaohaikun's solution](#)

1133.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[zhaohaikun's solution](#)

1134.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[zhaohaikun's solution](#)

1135.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhaohaikun's solution](#)

1136.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[zhaohaikun's solution](#)

1137.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2023-04-16 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[zhaohaikun's solution](#)

1138.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[zhaohaikun's solution](#)

1139.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[zhaohaikun's solution](#)

1140.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[zhaohaikun's solution](#)

1141.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[zhaohaikun's solution](#)

1142.

1336E1

[Chori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[zhaohaikun's solution](#)

1143.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[zhaohaikun's solution](#)

1144.

1540C1

[Converging Array \(Easy Version\) · Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zhaohaikun's solution](#)

1145.

575A

[Fibonotci · Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[zhaohaikun's solution](#)

1146.

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[zhaohaikun's solution](#)

1147.

1555F

[Good Graph · Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[zhaohaikun's solution](#)

1148.

1782F

[Bracket Insertion · Tutorial](#)

Rating: 2700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[zhaohaikun's solution](#)

1149.

1781F

[Bracket Insertion · Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[zhaohaikun's solution](#)

1150.

1730E

[Maximums and Minimums · Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[zhaohaikun's solution](#)

1151.

932F

[Escape Through Leaf · Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[zhaohaikun's solution](#)

1152.

1542E2

[Abnormal Permutation Pairs \(hard version\) · Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-11-20 · last AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[zhaohaikun's solution](#)

1153.

1364E

[X-OR · Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[zhaohaikun's solution](#)

1154.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[zhaohaikun's solution](#)

1155.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[zhaohaikun's solution](#)

1156.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[zhaohaikun's solution](#)

1157.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[zhaohaikun's solution](#)

1158.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[zhaohaikun's solution](#)

1159.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhaohaikun's solution](#)

1160.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[zhaohaikun's solution](#)

1161.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[zhaohaikun's solution](#)

1162.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[zhaohaikun's solution](#)

1163.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · last AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zhaohaikun's solution](#)

1164.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[zhaohaikun's solution](#)

1165.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[zhaohaikun's solution](#)

1166.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-01-29 · last AC: 2024-09-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[zhaohaikun's solution](#)

1167.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[zhaohaikun's solution](#)

1168.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[zhaohaikun's solution](#)

1169.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[zhaohaikun's solution](#)

1170.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[zhaohaikun's solution](#)

1171.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[zhaohaikun's solution](#)

1172.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees
[zhaohaikun's solution](#)

1173.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

1174.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[zhaohaikun's solution](#)

1175.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy
[zhaohaikun's solution](#)

1176.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[zhaohaikun's solution](#)

1177.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zhaohaikun's solution](#)

1178.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[zhaohaikun's solution](#)

1179.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
[zhaohaikun's solution](#)

1180.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings
[zhaohaikun's solution](#)

1181.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[zhaohaikun's solution](#)

1182.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[zhaohaikun's solution](#)

1183.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
[zhaohaikun's solution](#)

1184.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[zhaohaikun's solution](#)

1185.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[zhaohaikun's solution](#)

1186.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[zhaohaikun's solution](#)

1187.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy
[zhaohaikun's solution](#)

1188.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy
[zhaohaikun's solution](#)

1189.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math
[zhaohaikun's solution](#)

1190.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
[zhaohaikun's solution](#)

1191.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation
[zhaohaikun's solution](#)

1192.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs
[zhaohaikun's solution](#)

1193.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[zhaohaikun's solution](#)

1194.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[zhaohaikun's solution](#)

1195.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[zhaohaikun's solution](#)

1196.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings, trees
[zhaohaikun's solution](#)

1197.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-04-26 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[zhaohaikun's solution](#)

1198.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[zhaohaikun's solution](#)

1199.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, trees
[zhaohaikun's solution](#)

1200.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[zhaohaikun's solution](#)

1201.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[zhaohaikun's solution](#)

1202.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry
[zhaohaikun's solution](#)

1203.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees
[zhaohaikun's solution](#)

1204.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[zhaohaikun's solution](#)

1205.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: flows

[zhaohaikun's solution](#)

1206.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs

[zhaohaikun's solution](#)

1207.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[zhaohaikun's solution](#)

1208.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhaohaikun's solution](#)

1209.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[zhaohaikun's solution](#)

1210.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zhaohaikun's solution](#)

1211.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[zhaohaikun's solution](#)

1212.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[zhaohaikun's solution](#)

1213.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[zhaohaikun's solution](#)

1214.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2019-09-08 · GNU C++11 (first AC) · Tags: dp

[zhaohaikun's solution](#)

1215.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[zhaohaikun's solution](#)

1216.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2025-09-14 · last AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[zhaohaikun's solution](#)

1217.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[zhaohaikun's solution](#)

1218.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, greedy, math

[zhaohaikun's solution](#)

1219.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[zhaohaikun's solution](#)

1220.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[zhaohaikun's solution](#)

1221.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: math

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1222.

145D

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Quality: 269 global accepts · Rating: 2900 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation

[zhaohaikun's solution](#)

1223.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

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1224.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[zhaohaikun's solution](#)

1225.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: flows
[zhaohaikun's solution](#)

1226.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[zhaohaikun's solution](#)

1227.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, shortest paths, string suffix structures
[zhaohaikun's solution](#)

1228.

89E

[Fire and Ice](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 2900 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zhaohaikun's solution](#)

1229.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[zhaohaikun's solution](#)

1230.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[zhaohaikun's solution](#)

1231.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[zhaohaikun's solution](#)

1232.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
[zhaohaikun's solution](#)

1233.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[zhaohaikun's solution](#)

1234.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[zhaohaikun's solution](#)

1235.

1916F

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Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-04 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zhaohaikun's solution](#)

1236.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[zhaohaikun's solution](#)

1237.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[zhaohaikun's solution](#)

1238.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[zhaohaikun's solution](#)

1239.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[zhaohaikun's solution](#)

1240.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[zhaohaikun's solution](#)

1241.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[zhaohaikun's solution](#)

1242.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[zhaohaikun's solution](#)

1243.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[zhaohaikun's solution](#)

1244.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[zhaohaikun's solution](#)

1245.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[zhaohaikun's solution](#)

1246.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[zhaohaikun's solution](#)

1247.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[zhaohaikun's solution](#)

1248.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhaohaikun's solution](#)

1249.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[zhaohaikun's solution](#)

1250.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zhaohaikun's solution](#)

1251.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[zhaohaikun's solution](#)

1252.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[zhaohaikun's solution](#)

1253.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[zhaohaikun's solution](#)

1254.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[zhaohaikun's solution](#)

1255.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhaohaikun's solution](#)

1256.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory, sortings

[zhaohaikun's solution](#)

1257.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[zhaohaikun's solution](#)

1258.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zhaohaikun's solution](#)

1259.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zhaohaikun's solution](#)

1260.

1792F2

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

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[zhaohaikun's solution](#)

1261.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zhaohaikun's solution](#)

1262.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zhaohaikun's solution](#)

1263.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhaohaikun's solution](#)

1264.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-07 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[zhaohaikun's solution](#)

1265.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[zhaohaikun's solution](#)

1266.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows
[zhaohaikun's solution](#)

1267.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[zhaohaikun's solution](#)

1268.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-12-09 · last AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[zhaohaikun's solution](#)

1269.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities
[zhaohaikun's solution](#)

1270.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory, probabilities
[zhaohaikun's solution](#)

1271.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[zhaohaikun's solution](#)

1272.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2021-02-27 · last AC: 2021-02-27 · GNU C++11 (first AC) · Tags: data structures
[zhaohaikun's solution](#)

1273.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: strings
[zhaohaikun's solution](#)

1274.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-07-14 · last AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[zhaohaikun's solution](#)

1275.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[zhaohaikun's solution](#)

1276.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[zhaohaikun's solution](#)

1277.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[zhaohaikun's solution](#)

1278.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[zhaohaikun's solution](#)

1279.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zhaohaikun's solution](#)

1280.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[zhaohaikun's solution](#)

1281.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[zhaohaikun's solution](#)

1282.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zhaohaikun's solution](#)

1283.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[zhaohaikun's solution](#)

1284.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[zhaohaikun's solution](#)

1285.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[zhaohaikun's solution](#)

1286.

1672I

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

Quality: 252 global accepts · Rating: 3000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[zhaohaikun's solution](#)

1287.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees
[zhaohaikun's solution](#)

1288.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[zhaohaikun's solution](#)

1289.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: math
[zhaohaikun's solution](#)

1290.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[zhaohaikun's solution](#)

1291.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[zhaohaikun's solution](#)

1292.

1236F

[Alice and the Cactus](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, probabilities
[zhaohaikun's solution](#)

1293.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, trees
[zhaohaikun's solution](#)

1294.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[zhaohaikun's solution](#)

1295.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zhaohaikun's solution](#)

1296.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zhaohaikun's solution](#)

1297.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[zhaohaikun's solution](#)

1298.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[zhaohaikun's solution](#)

1299.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zhaohaikun's solution](#)

1300.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[zhaohaikun's solution](#)

1301.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zhaohaikun's solution](#)

1302.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhaohaikun's solution](#)

1303.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings, trees

[zhaohaikun's solution](#)

1304.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[zhaohaikun's solution](#)

1305.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[zhaohaikun's solution](#)

1306.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[zhaohaikun's solution](#)

1307.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[zhaohaikun's solution](#)

1308.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[zhaohaikun's solution](#)

1309.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[zhaohaikun's solution](#)

1310.

1802G

[Gasoline prices](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: trees

[zhaohaikun's solution](#)

1311.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[zhaohaikun's solution](#)

1312.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[zhaohaikun's solution](#)

1313.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[zhaohaikun's solution](#)

1314.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhaohaikun's solution](#)

1315.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[zhaohaikun's solution](#)

1316.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zhaohaikun's solution](#)

1317.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[zhaohaikun's solution](#)

1318.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[zhaohaikun's solution](#)

1319.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory
[zhaohaikun's solution](#)

1320.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, trees
[zhaohaikun's solution](#)

1321.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy
[zhaohaikun's solution](#)

1322.

1616H

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Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[zhaohaikun's solution](#)

1323.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees
[zhaohaikun's solution](#)

1324.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: interactive
[zhaohaikun's solution](#)

1325.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths
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1326.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[zhaohaikun's solution](#)

1327.

1842H

[Tenzing and Random Real Numbers · Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[zhaohaikun's solution](#)

1328.

618F

[Double Knapsack · Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers
[zhaohaikun's solution](#)

1329.

1797F

[Li Hua and Path · Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees
[zhaohaikun's solution](#)

1330.

1707D

[Partial Virtual Trees · Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[zhaohaikun's solution](#)

1331.

1097G

[Vladislav and a Great Legend · Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees
[zhaohaikun's solution](#)

1332.

335F

[Buy One, Get One Free · Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2023-03-16 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[zhaohaikun's solution](#)

1333.

506E

[Mr. Kitayuta's Gift · Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings
[zhaohaikun's solution](#)

1334.

582E

[Boolean Function · Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, expression parsing
[zhaohaikun's solution](#)

1335.

568E

[Longest Increasing Subsequence · Tutorial](#)

Quality: 632 global accepts · Rating: 3000 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[zhaohaikun's solution](#)

1336.

504E

[Misha and LCP on Tree · Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[zhaohaikun's solution](#)

1337.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[zhaohaikun's solution](#)

1338.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[zhaohaikun's solution](#)

1339.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[zhaohaikun's solution](#)

1340.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[zhaohaikun's solution](#)

1341.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[zhaohaikun's solution](#)

1342.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[zhaohaikun's solution](#)

1343.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[zhaohaikun's solution](#)

1344.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[zhaohaikun's solution](#)

1345.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[zhaohaikun's solution](#)

1346.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math

[zhaohaikun's solution](#)

1347.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[zhaohaikun's solution](#)

1348.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-29 · last AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[zhaohaikun's solution](#)

1349.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees
[zhaohaikun's solution](#)

1350.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, shortest paths
[zhaohaikun's solution](#)

1351.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, strings
[zhaohaikun's solution](#)

1352.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers
[zhaohaikun's solution](#)

1353.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[zhaohaikun's solution](#)

1354.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[zhaohaikun's solution](#)

1355.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, probabilities
[zhaohaikun's solution](#)

1356.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[zhaohaikun's solution](#)

1357.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[zhaohaikun's solution](#)

1358.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zhaohaikun's solution](#)

1359.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[zhaohaikun's solution](#)

1360.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math

[zhaohaikun's solution](#)

1361.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[zhaohaikun's solution](#)

1362.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[zhaohaikun's solution](#)

1363.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zhaohaikun's solution](#)

1364.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[zhaohaikun's solution](#)

1365.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zhaohaikun's solution](#)

1366.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths

[zhaohaikun's solution](#)

1367.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[zhaohaikun's solution](#)

1368.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[zhaohaikun's solution](#)

1369.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[zhaohaikun's solution](#)

1370.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[zhaohaikun's solution](#)

1371.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[zhaohaikun's solution](#)

1372.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[zhaohaikun's solution](#)

1373.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[zhaohaikun's solution](#)

1374.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[zhaohaikun's solution](#)

1375.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[zhaohaikun's solution](#)

1376.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zhaohaikun's solution](#)

1377.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zhaohaikun's solution](#)

1378.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[zhaohaikun's solution](#)

1379.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[zhaohaikun's solution](#)

1380.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[zhaohaikun's solution](#)

1381.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[zhaohaikun's solution](#)

1382.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[zhaohaikun's solution](#)

1383.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[zhaohaikun's solution](#)

1384.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[zhaohaikun's solution](#)

1385.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2023-06-11 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zhaohaikun's solution](#)

1386.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy

[zhaohaikun's solution](#)

1387.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zhaohaikun's solution](#)

1388.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[zhaohaikun's solution](#)

1389.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees
[zhaohaikun's solution](#)

1390.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings
[zhaohaikun's solution](#)

1391.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[zhaohaikun's solution](#)

1392.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp
[zhaohaikun's solution](#)

1393.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[zhaohaikun's solution](#)

1394.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees
[zhaohaikun's solution](#)

1395.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[zhaohaikun's solution](#)

1396.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory
[zhaohaikun's solution](#)

1397.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-12 · last AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[zhaohaikun's solution](#)

1398.

2080A

[Strong Connectivity Strikes Back](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, graphs
[zhaohaikun's solution](#)

1399.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[zhaohaikun's solution](#)

1400.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[zhaohaikun's solution](#)

1401.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhaohaikun's solution](#)

1402.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[zhaohaikun's solution](#)

1403.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, graphs, trees

[zhaohaikun's solution](#)

1404.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, interactive

[zhaohaikun's solution](#)

1405.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2023-02-04 · last AC: 2025-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[zhaohaikun's solution](#)

1406.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[zhaohaikun's solution](#)

1407.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[zhaohaikun's solution](#)

1408.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[zhaohaikun's solution](#)

1409.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[zhaohaikun's solution](#)

1410.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[zhaohaikun's solution](#)

1411.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees
[zhaohaikun's solution](#)

1412.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings
[zhaohaikun's solution](#)

1413.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2023-08-19 · last AC: 2024-04-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[zhaohaikun's solution](#)

1414.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[zhaohaikun's solution](#)

1415.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers
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1416.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2023-07-31 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths
[zhaohaikun's solution](#)

1417.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[zhaohaikun's solution](#)

1418.

457F

[An easy problem about trees](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 3200 · first AC: 2023-10-06 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, trees
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1419.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

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1420.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

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1421.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

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1422.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-09-01 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[zhaohaikun's solution](#)

1423.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[zhaohaikun's solution](#)

1424.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: games, graphs

[zhaohaikun's solution](#)

1425.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[zhaohaikun's solution](#)

1426.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: flows

[zhaohaikun's solution](#)

1427.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[zhaohaikun's solution](#)

1428.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhaohaikun's solution](#)

1429.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: matrices, trees

[zhaohaikun's solution](#)

1430.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[zhaohaikun's solution](#)

1431.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[zhaohaikun's solution](#)

1432.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2023-04-19 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[zhaohaikun's solution](#)

1433.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[zhaohaikun's solution](#)

1434.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[zhaohaikun's solution](#)

1435.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[zhaohaikun's solution](#)

1436.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[zhaohaikun's solution](#)

1437.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[zhaohaikun's solution](#)

1438.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[zhaohaikun's solution](#)

1439.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[zhaohaikun's solution](#)

1440.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[zhaohaikun's solution](#)

1441.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[zhaohaikun's solution](#)

1442.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory
[zhaohaikun's solution](#)

1443.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees
[zhaohaikun's solution](#)

1444.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

1445.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[zhaohaikun's solution](#)

1446.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[zhaohaikun's solution](#)

1447.

737F

[Dirty plates](#) · [Tutorial](#)

Quality: 85 global accepts · Rating: 3300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[zhaohaikun's solution](#)

1448.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[zhaohaikun's solution](#)

1449.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[zhaohaikun's solution](#)

1450.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[zhaohaikun's solution](#)

1451.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs
[zhaohaikun's solution](#)

1452.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
[zhaohaikun's solution](#)

1453.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[zhaohaikun's solution](#)

1454.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[zhaohaikun's solution](#)

1455.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[zhaohaikun's solution](#)

1456.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, probabilities
[zhaohaikun's solution](#)

1457.

2079A

[Alice, Bob, And Two Arrays](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: 3300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, games
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1458.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[zhaohaikun's solution](#)

1459.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
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1460.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[zhaohaikun's solution](#)

1461.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-05-22 · last AC: 2024-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zhaohaikun's solution](#)

1462.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[zhaohaikun's solution](#)

1463.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[zhaohaikun's solution](#)

1464.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[zhaohaikun's solution](#)

1465.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[zhaohaikun's solution](#)

1466.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing

[zhaohaikun's solution](#)

1467.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

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1468.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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1469.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zhaohaikun's solution](#)

1470.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[zhaohaikun's solution](#)

1471.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[zhaohaikun's solution](#)

1472.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[zhaohaikun's solution](#)

1473.

983D

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

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zhaohaikun's solution](#)

1474.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

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1475.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[zhaohaikun's solution](#)

1476.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[zhaohaikun's solution](#)

1477.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: fft, graphs, math

[zhaohaikun's solution](#)

1478.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[zhaohaikun's solution](#)

1479.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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1480.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhaohaikun's solution](#)

1481.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[zhaohaikun's solution](#)

1482.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[zhaohaikun's solution](#)

1483.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zhaohaikun's solution](#)

1484.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhaohaikun's solution](#)

1485.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhaohaikun's solution](#)

1486.

582D

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

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[zhaohaikun's solution](#)

1487.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[zhaohaikun's solution](#)

1488.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, trees

[zhaohaikun's solution](#)

1489.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zhaohaikun's solution](#)

1490.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[zhaohaikun's solution](#)

1491.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[zhaohaikun's solution](#)

1492.

2080D

[Order Statistics](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 3400 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search

[zhaohaikun's solution](#)

1493.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-11-06 · last AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zhaohaikun's solution](#)

1494.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math

[zhaohaikun's solution](#)

1495.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[zhaohaikun's solution](#)

1496.

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory

[zhaohaikun's solution](#)

1497.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zhaohaikun's solution](#)

1498.

936E

[Iqea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[zhaohaikun's solution](#)

1499.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[zhaohaikun's solution](#)

1500.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, math

[zhaohaikun's solution](#)

1501.

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[zhaohaikun's solution](#)

1502.

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[zhaohaikun's solution](#)

1503.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[zhaohaikun's solution](#)

1504.

1784F

[Minimums or Medians](#) · [Tutorial](#)

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1505.

1630F

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1506.

1827E

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1507.

1119F

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1508.

757G

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1509.

1548E

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1510.

1710D

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Quality: 560 global accepts · Rating: 3400 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

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1511.

843D

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1512.

1835F

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1513.

1637H

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Quality: 572 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

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1514.

1158F

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Quality: 504 global accepts · Rating: 3500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

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1515.

1987G2

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1516.

1750H

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[zhaohaikun's solution](#)

1517.

1842I

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1518.

1515H

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1519.

1423C

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[zhaohaikun's solution](#)

1520.

1830E

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Quality: 324 global accepts · Rating: 3500 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[zhaohaikun's solution](#)

1521.

1916G

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1522.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2024-01-17 · last AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

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1523.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

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[zhaohaikun's solution](#)

1524.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[zhaohaikun's solution](#)

1525.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[zhaohaikun's solution](#)

1526.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

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1527.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[zhaohaikun's solution](#)

1528.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[zhaohaikun's solution](#)

1529.

1874F

[Jellyfish and OEIS](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhaohaikun's solution](#)

1530.

1148H

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Quality: 322 global accepts · Rating: 3500 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhaohaikun's solution](#)

1531.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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1532.

1322F

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[zhaohaikun's solution](#)

1533.

1804G

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1534.

1456E

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[zhaohaikun's solution](#)

1535.

1034D

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

Quality: 587 global accepts · Rating: 3500 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers
[zhaohaikun's solution](#)

1536.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zhaohaikun's solution](#)

1537.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1538.

1707E

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Quality: 936 global accepts · Rating: 3500 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[zhaohaikun's solution](#)

1539.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[zhaohaikun's solution](#)

1540.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory, probabilities
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1541.

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1542.

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1543.

103687K

[Dynamic Reachability](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1544.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1545.

102978A

[Ascending Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1546.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1547.

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1548.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1549.

102978F

[Find the LCA](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1550.

102978E

[Edge Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1551.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[zhaohaikun's solution](#)

1552.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhaohaikun's solution](#)

1553.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhaohaikun's solution](#)

1554.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2023-06-11 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[zhaohaikun's solution](#)

1555.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

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1556.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · Kotlin 1.4 (first AC) · Tags: *special

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