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Unique solved — zhaoy

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

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

Filters: none

Count: 711

1.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[zhaoy's solution](#)

2.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,486 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [sortings](#)
[zhaoy's solution](#)

3.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,197 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: [bitmasks](#), [greedy](#), [math](#)
[zhaoy's solution](#)

4.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,324 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: [geometry](#), [math](#)
[zhaoy's solution](#)

5.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [math](#)
[zhaoy's solution](#)

6.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[zhaoy's solution](#)

7.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [implementation](#)
[zhaoy's solution](#)

8.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,296 global accepts · Rating: 800 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [strings](#)
[zhaoy's solution](#)

9.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [math](#)
[zhaoy's solution](#)

10.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-31 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zhaoy's solution](#)

11.

1864A

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

Quality: 21,418 global accepts · Rating: 800 · first AC: 2023-08-26 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhaoy's solution](#)

12.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[zhaoy's solution](#)

13.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zhaoy's solution](#)

14.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[zhaoy's solution](#)

15.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2023-07-04 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zhaoy's solution](#)

16.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2023-07-03 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[zhaoy's solution](#)

17.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2023-04-26 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhaoy's solution](#)

18.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2023-04-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zhaoy's solution](#)

19.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[zhaoy's solution](#)

20.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,440 global accepts · Rating: 800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[zhaoy's solution](#)

21.

1758A

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

Quality: 27,047 global accepts · Rating: 800 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[zhaoy's solution](#)

22.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zhaoy's solution](#)

23.

1686A

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

Quality: 21,243 global accepts · Rating: 800 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhaoy's solution](#)

24.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zhaoy's solution](#)

25.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhaoy's solution](#)

26.

1790A

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

Quality: 41,045 global accepts · Rating: 800 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[zhaoy's solution](#)

27.

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[zhaoy's solution](#)

28.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[zhaoy's solution](#)

29.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[zhaoy's solution](#)

30.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,816 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[zhaoy's solution](#)

31.

1760B

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

Quality: 53,337 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[zhaoy's solution](#)

32.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,926 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zhaoy's solution](#)

33.

1748A

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

Quality: 25,311 global accepts · Rating: 800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhaoy's solution](#)

34.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zhaoy's solution](#)

35.

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhaoy's solution](#)

36.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhaoy's solution](#)

37.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhaoy's solution](#)

38.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,187 global accepts · Rating: 800 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhaoy's solution](#)

39.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[zhaoy's solution](#)

40.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[zhaoy's solution](#)

- 41.**
1747A
[Two Groups](#) · [Tutorial](#)
Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zhaoy's solution](#)
- 42.**
1672B
[I love AAAB](#) · [Tutorial](#)
Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[zhaoy's solution](#)
- 43.**
1672A
[Log Chopping](#) · [Tutorial](#)
Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math
[zhaoy's solution](#)
- 44.**
1754B
[Kevin and Permutation](#) · [Tutorial](#)
Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zhaoy's solution](#)
- 45.**
1754A
[Technical Support](#) · [Tutorial](#)
Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zhaoy's solution](#)
- 46.**
1654B
[Prefix Removals](#) · [Tutorial](#)
Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: strings
[zhaoy's solution](#)
- 47.**
1654A
[Maximum Cake Tastiness](#) · [Tutorial](#)
Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[zhaoy's solution](#)
- 48.**
1717A
[Madoka and Strange Thoughts](#) · [Tutorial](#)
Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[zhaoy's solution](#)
- 49.**
1715A
[Crossmarket](#) · [Tutorial](#)
Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zhaoy's solution](#)
- 50.**
1720B
[Interesting Sum](#) · [Tutorial](#)
Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings
[zhaoy's solution](#)

51.

1712B

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

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

[zhaoy's solution](#)

52.

1712A

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

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

[zhaoy's solution](#)

53.

1713A

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

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation

[zhaoy's solution](#)

54.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-04-24 · last AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[zhaoy's solution](#)

55.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-04-16 · last AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zhaoy's solution](#)

56.

1584A

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

Quality: 15,536 global accepts · Rating: 800 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhaoy's solution](#)

57.

1611B

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

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-28 · last AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[zhaoy's solution](#)

58.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,413 global accepts · Rating: 800 · first AC: 2021-11-28 · last AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zhaoy's solution](#)

59.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-18 · last AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhaoy's solution](#)

60.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,684 global accepts · Rating: 800 · first AC: 2021-11-14 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zhaoy's solution](#)

61.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,645 global accepts · Rating: 800 · first AC: 2021-11-12 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhaoy's solution](#)

62.

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhaoy's solution](#)

63.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,991 global accepts · Rating: 800 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[zhaoy's solution](#)

64.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[zhaoy's solution](#)

65.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[zhaoy's solution](#)

66.

1581A

[CQYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[zhaoy's solution](#)

67.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-08-11 · last AC: 2021-08-11 · GNU C++11 (first AC) · Tags: brute force, greedy

[zhaoy's solution](#)

68.

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-08-08 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: greedy, strings

[zhaoy's solution](#)

69.

1551A

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

Quality: 58,350 global accepts · Rating: 800 · first AC: 2021-08-08 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: greedy, math

[zhaoy's solution](#)

70.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[zhaoy's solution](#)

71.

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: implementation, math
[zhaoy's solution](#)

72.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,628 global accepts · Rating: 800 · first AC: 2021-05-28 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[zhaoy's solution](#)

73.

1520A

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

Quality: 58,452 global accepts · Rating: 800 · first AC: 2021-05-28 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, implementation
[zhaoy's solution](#)

74.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: math
[zhaoy's solution](#)

75.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-30 · last AC: 2021-04-30 · GNU C++11 (first AC) · Tags: implementation
[zhaoy's solution](#)

76.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,084 global accepts · Rating: 800 · first AC: 2021-04-30 · last AC: 2021-04-30 · GNU C++11 (first AC) · Tags: brute force, implementation
[zhaoy's solution](#)

77.

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: games, greedy, sortings
[zhaoy's solution](#)

78.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: geometry, math
[zhaoy's solution](#)

79.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,377 global accepts · Rating: 800 · first AC: 2020-07-26 · last AC: 2020-07-26 · GNU C++11 (first AC) · Tags: brute force, dp
[zhaoy's solution](#)

80.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,014 global accepts · Rating: 800 · first AC: 2020-07-26 · last AC: 2020-07-26 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[zhaoy's solution](#)

81.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,348 global accepts · Rating: 800 · first AC: 2020-07-26 · last AC: 2020-07-26 · GNU C++11 (first AC) · Tags: dp, greedy
[zhaoy's solution](#)

82.

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: greedy
[zhaoy's solution](#)

83.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,335 global accepts · Rating: 800 · first AC: 2020-07-17 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: math
[zhaoy's solution](#)

84.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: greedy, math
[zhaoy's solution](#)

85.

1335A

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

Quality: 104,781 global accepts · Rating: 800 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: math
[zhaoy's solution](#)

86.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zhaoy's solution](#)

87.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[zhaoy's solution](#)

88.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[zhaoy's solution](#)

89.

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
[zhaoy's solution](#)

90.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[zhaoy's solution](#)

91.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhaoy's solution](#)

92.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,889 global accepts · Rating: 900 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zhaoy's solution](#)

93.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhaoy's solution](#)

94.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[zhaoy's solution](#)

95.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 900 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhaoy's solution](#)

96.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-04 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zhaoy's solution](#)

97.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[zhaoy's solution](#)

98.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhaoy's solution](#)

99.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[zhaoy's solution](#)

100.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 900 · first AC: 2021-11-14 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhaoy's solution](#)

101.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[zhaoy's solution](#)

102.

1582B

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

Quality: 33,360 global accepts · Rating: 900 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[zhaoy's solution](#)

103.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[zhaoy's solution](#)

104.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,943 global accepts · Rating: 900 · first AC: 2021-07-07 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[zhaoy's solution](#)

105.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,737 global accepts · Rating: 1000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[zhaoy's solution](#)

106.

1876A

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

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zhaoy's solution](#)

107.

1859B

[Olga and Game with Arrays](#) · [Tutorial](#)

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[zhaoy's solution](#)

108.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zhaoy's solution](#)

109.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[zhaoy's solution](#)

110.

1781B

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

Quality: 14,756 global accepts · Rating: 1000 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[zhaoy's solution](#)

111.

1782B

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

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

112.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zhaoy's solution](#)

113.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zhaoy's solution](#)

114.

1760D

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

Quality: 27,011 global accepts · Rating: 1000 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[zhaoy's solution](#)

115.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[zhaoy's solution](#)

116.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zhaoy's solution](#)

117.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[zhaoy's solution](#)

118.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[zhaoy's solution](#)

119.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,602 global accepts · Rating: 1000 · first AC: 2022-08-20 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhaoy's solution](#)

120.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[zhaoy's solution](#)

121.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-04-24 · last AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zhaoy's solution](#)

122.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zhaoy's solution](#)

123.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-28 · last AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zhaoy's solution](#)

124.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-14 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[zhaoy's solution](#)

125.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-12 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zhaoy's solution](#)

126.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zhaoy's solution](#)

127.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zhaoy's solution](#)

128.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zhaoy's solution](#)

129.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1000 · first AC: 2021-07-05 · last AC: 2021-07-05 · GNU C++11 (first AC) · Tags: brute force, implementation
[zhaoy's solution](#)

130.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-28 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms
[zhaoy's solution](#)

131.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[zhaoy's solution](#)

132.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[zhaoy's solution](#)

133.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,050 global accepts · Rating: 1000 · first AC: 2021-01-24 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: dp, greedy

[zhaoy's solution](#)

134.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2020-10-08 · last AC: 2020-10-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[zhaoy's solution](#)

135.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,923 global accepts · Rating: 1000 · first AC: 2020-07-28 · last AC: 2020-07-28 · GNU C++11 (first AC) · Tags: dp, greedy, math

[zhaoy's solution](#)

136.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,574 global accepts · Rating: 1000 · first AC: 2020-07-27 · last AC: 2020-07-27 · GNU C++11 (first AC) · Tags: dp, math

[zhaoy's solution](#)

137.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2020-07-27 · last AC: 2020-07-27 · GNU C++11 (first AC) · Tags: dp, greedy

[zhaoy's solution](#)

138.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-07-27 · last AC: 2020-07-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[zhaoy's solution](#)

139.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[zhaoy's solution](#)

140.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-31 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zhaoy's solution](#)

141.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-31 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zhaoy's solution](#)

142.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zhaoy's solution](#)

143.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2023-07-03 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[zhaoy's solution](#)

144.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,407 global accepts · Rating: 1100 · first AC: 2023-04-26 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zhaoy's solution](#)

145.

1797B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-04-08 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhaoy's solution](#)

146.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zhaoy's solution](#)

147.

1686C

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

Rating: 1100 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zhaoy's solution](#)

148.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[zhaoy's solution](#)

149.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhaoy's solution](#)

150.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zhaoy's solution](#)

151.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zhaoy's solution](#)

152.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zhaoy's solution](#)

153.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zhaoy's solution](#)

154.

1712C

[Sort Zero](#) · [Tutorial](#)

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

[zhaoy's solution](#)

155.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-11-18 · last AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zhaoy's solution](#)

156.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-11-12 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[zhaoy's solution](#)

157.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zhaoy's solution](#)

158.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[zhaoy's solution](#)

159.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-10 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[zhaoy's solution](#)

160.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,377 global accepts · Rating: 1100 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[zhaoy's solution](#)

161.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,064 global accepts · Rating: 1100 · first AC: 2020-07-29 · last AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp

[zhaoy's solution](#)

162.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1100 · first AC: 2020-07-29 · last AC: 2020-07-29 · GNU C++11 (first AC) · Tags: data structures, dp
[zhaoy's solution](#)

163.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2020-07-29 · last AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dp, implementation
[zhaoy's solution](#)

164.

706B

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

Quality: 84,424 global accepts · Rating: 1100 · first AC: 2020-07-28 · last AC: 2020-07-28 · GNU C++11 (first AC) · Tags: binary search, dp, implementation
[zhaoy's solution](#)

165.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[zhaoy's solution](#)

166.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[zhaoy's solution](#)

167.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[zhaoy's solution](#)

168.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zhaoy's solution](#)

169.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,254 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[zhaoy's solution](#)

170.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[zhaoy's solution](#)

171.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math
[zhaoy's solution](#)

172.

1859C

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

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[zhaoy's solution](#)

173.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,397 global accepts · Rating: 1200 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[zhaoy's solution](#)

174.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2023-04-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhaoy's solution](#)

175.

1792B

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

Quality: 24,139 global accepts · Rating: 1200 · first AC: 2023-01-24 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhaoy's solution](#)

176.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,556 global accepts · Rating: 1200 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zhaoy's solution](#)

177.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[zhaoy's solution](#)

178.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zhaoy's solution](#)

179.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: games

[zhaoy's solution](#)

180.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zhaoy's solution](#)

181.

1713C

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

Quality: 18,872 global accepts · Rating: 1200 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[zhaoy's solution](#)

182.

1582C

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

Quality: 23,644 global accepts · Rating: 1200 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[zhaoy's solution](#)

183.

1598C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[zhaoy's solution](#)

184.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[zhaoy's solution](#)

185.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[zhaoy's solution](#)

186.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zhaoy's solution](#)

187.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[zhaoy's solution](#)

188.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-08-11 · last AC: 2021-08-11 · GNU C++11 (first AC) · Tags: interactive, math

[zhaoy's solution](#)

189.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[zhaoy's solution](#)

190.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2021-05-28 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[zhaoy's solution](#)

191.

1485B

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

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

[zhaoy's solution](#)

192.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · last AC: 2021-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[zhaoy's solution](#)

193.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-24 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings

[zhaoy's solution](#)

194.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: greedy

[zhaoy's solution](#)

195.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: implementation, math

[zhaoy's solution](#)

196.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,359 global accepts · Rating: 1200 · first AC: 2020-03-27 · last AC: 2020-03-27 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[zhaoy's solution](#)

197.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[zhaoy's solution](#)

198.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[zhaoy's solution](#)

199.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[zhaoy's solution](#)

200.

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zhaoy's solution](#)

201.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zhaoy's solution](#)

202.

1881D

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

Quality: 28,427 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zhaoy's solution](#)

203.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[zhaoy's solution](#)

204.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[zhaoy's solution](#)

205.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2023-07-05 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[zhaoy's solution](#)

206.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-04-02 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhaoy's solution](#)

207.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zhaoy's solution](#)

208.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhaoy's solution](#)

209.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zhaoy's solution](#)

210.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zhaoy's solution](#)

211.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhaoy's solution](#)

212.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-04-16 · last AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy,

sortings

[zhaoy's solution](#)

213.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zhaoy's solution](#)

214.

1604C

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

Rating: 1300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[zhaoy's solution](#)

215.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-14 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[zhaoy's solution](#)

216.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-11-12 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[zhaoy's solution](#)

217.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zhaoy's solution](#)

218.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[zhaoy's solution](#)

219.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1300 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[zhaoy's solution](#)

220.

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[zhaoy's solution](#)

221.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[zhaoy's solution](#)

222.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, sortings, trees

[zhaoy's solution](#)

223.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[zhaoy's solution](#)

224.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-31 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zhaoy's solution](#)

225.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-31 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zhaoy's solution](#)

226.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[zhaoy's solution](#)

227.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[zhaoy's solution](#)

228.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[zhaoy's solution](#)

229.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[zhaoy's solution](#)

230.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zhaoy's solution](#)

231.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhaoy's solution](#)

232.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zhaoy's solution](#)

233.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[zhaoy's solution](#)

234.

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2022-07-21 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zhaoy's solution](#)

235.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-04-24 · last AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[zhaoy's solution](#)

236.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-04-16 · last AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[zhaoy's solution](#)

237.

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[zhaoy's solution](#)

238.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[zhaoy's solution](#)

239.

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-08-08 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zhaoy's solution](#)

240.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 1400 · first AC: 2021-05-28 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: greedy, math

[zhaoy's solution](#)

241.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[zhaoy's solution](#)

242.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhaoy's solution](#)

243.

1876B

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

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

[zhaoy's solution](#)

244.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-07-04 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhaoy's solution](#)

245.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[zhaoy's solution](#)

246.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,785 global accepts · Rating: 1500 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zhaoy's solution](#)

247.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[zhaoy's solution](#)

248.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[zhaoy's solution](#)

249.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zhaoy's solution](#)

250.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[zhaoy's solution](#)

251.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zhaoy's solution](#)

252.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-08-08 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: greedy, sortings,

strings

[zhaoy's solution](#)

253.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[zhaoy's solution](#)

254.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,222 global accepts · Rating: 1500 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: hashing, implementation

[zhaoy's solution](#)

255.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1600 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[zhaoy's solution](#)

256.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[zhaoy's solution](#)

257.

1886C

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

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zhaoy's solution](#)

258.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,327 global accepts · Rating: 1600 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[zhaoy's solution](#)

259.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2023-07-04 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[zhaoy's solution](#)

260.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2023-04-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[zhaoy's solution](#)

261.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[zhaoy's solution](#)

262.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[zhaoy's solution](#)

263.

1781C

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

Quality: 10,459 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[zhaoy's solution](#)

264.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[zhaoy's solution](#)

265.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zhaoy's solution](#)

266.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[zhaoy's solution](#)

267.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zhaoy's solution](#)

268.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhaoy's solution](#)

269.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[zhaoy's solution](#)

270.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhaoy's solution](#)

271.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[zhaoy's solution](#)

272.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zhaoy's solution](#)

273.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-14 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhaoy's solution](#)

274.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[zhaoy's solution](#)

275.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-28 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: binary search, interactive

[zhaoy's solution](#)

276.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1600 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: data structures, greedy

[zhaoy's solution](#)

277.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,595 global accepts · Rating: 1600 · first AC: 2020-08-21 · last AC: 2020-08-21 · GNU C++11 (first AC) · Tags: data structures, dp, math

[zhaoy's solution](#)

278.

2113C

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

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zhaoy's solution](#)

279.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[zhaoy's solution](#)

280.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zhaoy's solution](#)

281.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[zhaoy's solution](#)

282.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[zhaoy's solution](#)

283.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[zhaoy's solution](#)

284.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[zhaoy's solution](#)

285.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2023-04-04 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zhaoy's solution](#)

286.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[zhaoy's solution](#)

287.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[zhaoy's solution](#)

288.

1760G

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

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[zhaoy's solution](#)

289.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[zhaoy's solution](#)

290.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[zhaoy's solution](#)

291.

1611E1

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

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[zhaoy's solution](#)

292.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[zhaoy's solution](#)

293.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[zhaoy's solution](#)

294.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[zhaoy's solution](#)

295.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[zhaoy's solution](#)

296.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,472 global accepts · Rating: 1700 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhaoy's solution](#)

297.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[zhaoy's solution](#)

298.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zhaoy's solution](#)

299.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[zhaoy's solution](#)

300.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-08 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zhaoy's solution](#)

301.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[zhaoy's solution](#)

302.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[zhaoy's solution](#)

303.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[zhaoy's solution](#)

304.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[zhaoy's solution](#)

305.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[zhaoy's solution](#)

306.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zhaoy's solution](#)

307.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[zhaoy's solution](#)

308.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[zhaoy's solution](#)

309.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,168 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhaoy's solution](#)

310.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[zhaoy's solution](#)

311.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[zhaoy's solution](#)

312.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[zhaoy's solution](#)

313.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[zhaoy's solution](#)

314.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[zhaoy's solution](#)

315.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[zhaoy's solution](#)

316.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
[zhaoy's solution](#)

317.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[zhaoy's solution](#)

318.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[zhaoy's solution](#)

319.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[zhaoy's solution](#)

320.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
[zhaoy's solution](#)

321.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[zhaoy's solution](#)

322.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[zhaoy's solution](#)

323.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[zhaoy's solution](#)

324.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[zhaoy's solution](#)

325.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[zhaoy's solution](#)

326.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2021-06-05 · last AC: 2021-06-05 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[zhaoy's solution](#)

327.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[zhaoy's solution](#)

328.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[zhaoy's solution](#)

329.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[zhaoy's solution](#)

330.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zhaoy's solution](#)

331.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zhaoy's solution](#)

332.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[zhaoy's solution](#)

333.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1900 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zhaoy's solution](#)

334.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2023-04-28 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[zhaoy's solution](#)

335.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-04-21 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings
[zhaoy's solution](#)

336.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[zhaoy's solution](#)

337.

1611E2

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees
[zhaoy's solution](#)

338.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers
[zhaoy's solution](#)

339.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
[zhaoy's solution](#)

340.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[zhaoy's solution](#)

341.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[zhaoy's solution](#)

342.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[zhaoy's solution](#)

343.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[zhaoy's solution](#)

344.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zhaoy's solution](#)

345.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[zhaoy's solution](#)

346.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[zhaoy's solution](#)

347.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[zhaoy's solution](#)

348.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhaoy's solution](#)

349.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,374 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zhaoy's solution](#)

350.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[zhaoy's solution](#)

351.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[zhaoy's solution](#)

352.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[zhaoy's solution](#)

353.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zhaoy's solution](#)

354.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[zhaoy's solution](#)

355.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[zhaoy's solution](#)

356.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[zhaoy's solution](#)

357.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[zhaoy's solution](#)

358.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[zhaoy's solution](#)

359.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[zhaoy's solution](#)

360.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[zhaoy's solution](#)

361.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[zhaoy's solution](#)

362.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[zhaoy's solution](#)

363.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[zhaoy's solution](#)

364.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhaoy's solution](#)

365.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,615 global accepts · Rating: 2000 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[zhaoy's solution](#)

366.

1712D

[Empty Graph](#) · [Tutorial](#)

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

[zhaoy's solution](#)

367.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2000 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zhaoy's solution](#)

368.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[zhaoy's solution](#)

369.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[zhaoy's solution](#)

370.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy
[zhaoy's solution](#)

371.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[zhaoy's solution](#)

372.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[zhaoy's solution](#)

373.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: binary search, brute force, dp
[zhaoy's solution](#)

374.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 2100 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[zhaoy's solution](#)

375.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[zhaoy's solution](#)

376.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math
[zhaoy's solution](#)

377.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[zhaoy's solution](#)

378.

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[zhaoy's solution](#)

379.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
[zhaoy's solution](#)

380.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-31 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[zhaoy's solution](#)

381.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[zhaoy's solution](#)

382.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[zhaoy's solution](#)

383.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zhaoy's solution](#)

384.

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

[zhaoy's solution](#)

385.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[zhaoy's solution](#)

386.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zhaoy's solution](#)

387.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-07-04 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[zhaoy's solution](#)

388.

862E

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

Quality: 2,177 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[zhaoy's solution](#)

389.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[zhaoy's solution](#)

390.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, interactive, number theory

[zhaoy's solution](#)

391.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[zhaoy's solution](#)

392.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[zhaoy's solution](#)

393.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[zhaoy's solution](#)

394.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[zhaoy's solution](#)

395.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[zhaoy's solution](#)

396.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[zhaoy's solution](#)

397.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[zhaoy's solution](#)

398.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[zhaoy's solution](#)

399.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[zhaoy's solution](#)

400.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[zhaoy's solution](#)

401.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[zhaoy's solution](#)

402.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[zhaoy's solution](#)

403.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[zhaoy's solution](#)

404.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[zhaoy's solution](#)

405.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[zhaoy's solution](#)

406.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zhaoy's solution](#)

407.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[zhaoy's solution](#)

408.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[zhaoy's solution](#)

409.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[zhaoy's solution](#)

410.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities
[zhaoy's solution](#)

411.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-08-08 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[zhaoy's solution](#)

412.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[zhaoy's solution](#)

413.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-09-03 · last AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[zhaoy's solution](#)

414.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math
[zhaoy's solution](#)

415.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-10-23 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[zhaoy's solution](#)

416.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zhaoy's solution](#)

417.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
[zhaoy's solution](#)

418.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
[zhaoy's solution](#)

419.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[zhaoy's solution](#)

420.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[zhaoy's solution](#)

421.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[zhaoy's solution](#)

422.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[zhaoy's solution](#)

423.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[zhaoy's solution](#)

424.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-07-06 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[zhaoy's solution](#)

425.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-31 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[zhaoy's solution](#)

426.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[zhaoy's solution](#)

427.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-05-05 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[zhaoy's solution](#)

428.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zhaoy's solution](#)

429.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and

similar, trees

[zhaoy's solution](#)

430.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[zhaoy's solution](#)

431.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zhaoy's solution](#)

432.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhaoy's solution](#)

433.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[zhaoy's solution](#)

434.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[zhaoy's solution](#)

435.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2022-12-04 · last AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[zhaoy's solution](#)

436.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhaoy's solution](#)

437.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[zhaoy's solution](#)

438.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhaoy's solution](#)

439.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

brute force, greedy, math

[zhaoy's solution](#)

440.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[zhaoy's solution](#)

441.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[zhaoy's solution](#)

442.

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[zhaoy's solution](#)

443.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhaoy's solution](#)

444.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[zhaoy's solution](#)

445.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2200 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[zhaoy's solution](#)

446.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[zhaoy's solution](#)

447.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[zhaoy's solution](#)

448.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[zhaoy's solution](#)

449.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees
[zhaoy's solution](#)

450.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[zhaoy's solution](#)

451.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhaoy's solution](#)

452.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[zhaoy's solution](#)

453.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-08-08 · last AC: 2026-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[zhaoy's solution](#)

454.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[zhaoy's solution](#)

455.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zhaoy's solution](#)

456.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[zhaoy's solution](#)

457.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[zhaoy's solution](#)

458.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhaoy's solution](#)

459.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks,

combinatorics, dp, math, number theory

[zhaoy's solution](#)

460.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[zhaoy's solution](#)

461.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[zhaoy's solution](#)

462.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[zhaoy's solution](#)

463.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zhaoy's solution](#)

464.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[zhaoy's solution](#)

465.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[zhaoy's solution](#)

466.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[zhaoy's solution](#)

467.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-07-06 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[zhaoy's solution](#)

468.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2023-07-04 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[zhaoy's solution](#)

469.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2023-05-03 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[zhaoy's solution](#)

470.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2023-05-02 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[zhaoy's solution](#)

471.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-04-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[zhaoy's solution](#)

472.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[zhaoy's solution](#)

473.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zhaoy's solution](#)

474.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[zhaoy's solution](#)

475.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[zhaoy's solution](#)

476.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zhaoy's solution](#)

477.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zhaoy's solution](#)

478.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[zhaoy's solution](#)

479.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2022-12-25 · last AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zhaoy's solution](#)

480.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[zhaoy's solution](#)

481.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[zhaoy's solution](#)

482.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[zhaoy's solution](#)

483.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[zhaoy's solution](#)

484.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[zhaoy's solution](#)

485.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-21 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[zhaoy's solution](#)

486.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[zhaoy's solution](#)

487.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[zhaoy's solution](#)

488.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[zhaoy's solution](#)

489.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[zhaoy's solution](#)

490.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[zhaoy's solution](#)

491.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math
[zhaoy's solution](#)

492.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[zhaoy's solution](#)

493.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-06 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[zhaoy's solution](#)

494.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[zhaoy's solution](#)

495.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees
[zhaoy's solution](#)

496.

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[zhaoy's solution](#)

497.

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[zhaoy's solution](#)

498.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zhaoy's solution](#)

499.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[zhaoy's solution](#)

500.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[zhaoy's solution](#)

501.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zhaoy's solution](#)

502.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-08-01 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[zhaoy's solution](#)

503.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-07-15 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[zhaoy's solution](#)

504.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-29 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[zhaoy's solution](#)

505.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-18 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[zhaoy's solution](#)

506.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[zhaoy's solution](#)

507.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2023-05-03 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[zhaoy's solution](#)

508.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2023-05-03 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[zhaoy's solution](#)

509.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2023-04-22 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[zhaoy's solution](#)

510.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[zhaoy's solution](#)

511.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[zhaoy's solution](#)

512.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[zhaoy's solution](#)

513.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[zhaoy's solution](#)

514.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhaoy's solution](#)

515.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[zhaoy's solution](#)

516.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[zhaoy's solution](#)

517.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[zhaoy's solution](#)

518.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[zhaoy's solution](#)

519.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[zhaoy's solution](#)

520.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[zhaoy's solution](#)

521.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[zhaoy's solution](#)

522.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[zhaoy's solution](#)

523.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[zhaoy's solution](#)

524.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zhaoy's solution](#)

525.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[zhaoy's solution](#)

526.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[zhaoy's solution](#)

527.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[zhaoy's solution](#)

528.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees, two pointers

[zhaoy's solution](#)

529.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhaoy's solution](#)

530.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[zhaoy's solution](#)

531.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhaoy's solution](#)

532.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zhaoy's solution](#)

533.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zhaoy's solution](#)

534.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[zhaoy's solution](#)

535.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[zhaoy's solution](#)

536.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zhaoy's solution](#)

537.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[zhaoy's solution](#)

538.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zhaoy's solution](#)

539.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhaoy's solution](#)

540.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[zhaoy's solution](#)

541.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zhaoy's solution](#)

542.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[zhaoy's solution](#)

543.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[zhaoy's solution](#)

544.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[zhaoy's solution](#)

545.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[zhaoy's solution](#)

546.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[zhaoy's solution](#)

547.

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[zhaoy's solution](#)

548.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[zhaoy's solution](#)

549.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[zhaoy's solution](#)

550.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[zhaoy's solution](#)

551.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[zhaoy's solution](#)

552.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[zhaoy's solution](#)

553.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[zhaoy's solution](#)

554.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-07-17 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[zhaoy's solution](#)

555.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-07-04 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[zhaoy's solution](#)

556.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-07-04 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[zhaoy's solution](#)

557.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2023-05-03 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities

[zhaoy's solution](#)

558.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2023-05-02 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[zhaoy's solution](#)

559.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[zhaoy's solution](#)

560.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[zhaoy's solution](#)

561.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[zhaoy's solution](#)

562.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, trees

[zhaoy's solution](#)

563.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[zhaoy's solution](#)

564.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zhaoy's solution](#)

565.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[zhaoy's solution](#)

566.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-12-18 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[zhaoy's solution](#)

567.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-12-17 · last AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[zhaoy's solution](#)

568.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[zhaoy's solution](#)

569.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhaoy's solution](#)

570.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[zhaoy's solution](#)

571.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[zhaoy's solution](#)

572.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[zhaoy's solution](#)

573.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[zhaoy's solution](#)

574.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[zhaoy's solution](#)

575.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[zhaoy's solution](#)

576.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[zhaoy's solution](#)

577.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[zhaoy's solution](#)

578.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[zhaoy's solution](#)

579.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[zhaoy's solution](#)

580.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[zhaoy's solution](#)

581.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[zhaoy's solution](#)

582.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zhaoy's solution](#)

583.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-02 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[zhaoy's solution](#)

584.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[zhaoy's solution](#)

585.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[zhaoy's solution](#)

586.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[zhaoy's solution](#)

587.

1686E

[Bring Balance](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhaoy's solution](#)

588.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[zhaoy's solution](#)

589.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[zhaoy's solution](#)

590.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zhaoy's solution](#)

591.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-12-17 · last AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[zhaoy's solution](#)

592.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhaoy's solution](#)

593.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[zhaoy's solution](#)

594.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[zhaoy's solution](#)

595.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[zhaoy's solution](#)

596.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhaoy's solution](#)

597.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[zhaoy's solution](#)

598.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[zhaoy's solution](#)

599.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs

[zhaoy's solution](#)

600.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[zhaoy's solution](#)

601.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[zhaoy's solution](#)

602.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[zhaoy's solution](#)

603.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zhaoy's solution](#)

604.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[zhaoy's solution](#)

605.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[zhaoy's solution](#)

606.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-07-15 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[zhaoy's solution](#)

607.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2023-07-06 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[zhaoy's solution](#)

608.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhaoy's solution](#)

609.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-05-04 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[zhaoy's solution](#)

610.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2023-05-02 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhaoy's solution](#)

611.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-05-02 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[zhaoy's solution](#)

612.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2023-05-02 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[zhaoy's solution](#)

613.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-04-26 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[zhaoy's solution](#)

614.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-04-26 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[zhaoy's solution](#)

615.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2023-02-14 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[zhaoy's solution](#)

616.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[zhaoy's solution](#)

617.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[zhaoy's solution](#)

618.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-12-11 · last AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat

[zhaoy's solution](#)

619.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhaoy's solution](#)

620.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[zhaoy's solution](#)

621.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[zhaoy's solution](#)

622.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[zhaoy's solution](#)

623.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zhaoy's solution](#)

624.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy,

shortest paths

[zhaoy's solution](#)

625.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[zhaoy's solution](#)

626.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[zhaoy's solution](#)

627.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[zhaoy's solution](#)

628.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2023-07-15 · last AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[zhaoy's solution](#)

629.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[zhaoy's solution](#)

630.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[zhaoy's solution](#)

631.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, probabilities

[zhaoy's solution](#)

632.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhaoy's solution](#)

633.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-04-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[zhaoy's solution](#)

634.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[zhaoy's solution](#)

635.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[zhaoy's solution](#)

636.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[zhaoy's solution](#)

637.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[zhaoy's solution](#)

638.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[zhaoy's solution](#)

639.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[zhaoy's solution](#)

640.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[zhaoy's solution](#)

641.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[zhaoy's solution](#)

642.

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation

[zhaoy's solution](#)

643.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[zhaoy's solution](#)

644.

1792F2

[Graph Coloring \(hard version\) · Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[zhaoy's solution](#)

645.

1562F

[Tubular Bells · Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory, probabilities

[zhaoy's solution](#)

646.

1062F

[Upgrading Cities · Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zhaoy's solution](#)

647.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-07-15 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[zhaoy's solution](#)

648.

1060F

[Shrinking Tree · Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zhaoy's solution](#)

649.

722E

[Research Rover · Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zhaoy's solution](#)

650.

504E

[Misha and LCP on Tree · Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2026-04-14 · last AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[zhaoy's solution](#)

651.

1764G2

[Doremy's Perfect DS Class \(Medium Version\) · Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[zhaoy's solution](#)

652.

280E

[Sequence Transformation · Tutorial](#)

Quality: 261 global accepts · Rating: 3000 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[zhaoy's solution](#)

653.

1552G

[A Serious Referee · Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[zhaoy's solution](#)

654.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[zhaoy's solution](#)

655.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[zhaoy's solution](#)

656.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[zhaoy's solution](#)

657.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[zhaoy's solution](#)

658.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zhaoy's solution](#)

659.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zhaoy's solution](#)

660.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2023-07-14 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, trees

[zhaoy's solution](#)

661.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[zhaoy's solution](#)

662.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-07-15 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[zhaoy's solution](#)

663.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[zhaoy's solution](#)

664.

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[zhaoy's solution](#)

665.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees

[zhaoy's solution](#)

666.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[zhaoy's solution](#)

667.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[zhaoy's solution](#)

668.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[zhaoy's solution](#)

669.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[zhaoy's solution](#)

670.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhaoy's solution](#)

671.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[zhaoy's solution](#)

672.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-04-26 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zhaoy's solution](#)

673.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[zhaoy's solution](#)

674.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-12-18 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[zhaoy's solution](#)

675.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[zhaoy's solution](#)

676.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, probabilities

[zhaoy's solution](#)

677.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[zhaoy's solution](#)

678.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[zhaoy's solution](#)

679.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zhaoy's solution](#)

680.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[zhaoy's solution](#)

681.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[zhaoy's solution](#)

682.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[zhaoy's solution](#)

683.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zhaoy's solution](#)

684.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[zhaoy's solution](#)

685.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees
[zhaoy's solution](#)

686.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[zhaoy's solution](#)

687.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings
[zhaoy's solution](#)

688.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers
[zhaoy's solution](#)

689.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[zhaoy's solution](#)

690.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees
[zhaoy's solution](#)

691.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees
[zhaoy's solution](#)

692.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-07-07 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[zhaoy's solution](#)

693.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhaoy's solution](#)

694.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[zhaoy's solution](#)

695.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[zhaoy's solution](#)

696.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[zhaoy's solution](#)

697.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-07-14 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhaoy's solution](#)

698.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2023-07-06 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings

[zhaoy's solution](#)

699.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zhaoy's solution](#)

700.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, probabilities

[zhaoy's solution](#)

701.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2023-07-05 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[zhaoy's solution](#)

702.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2023-04-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[zhaoy's solution](#)

703.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-04-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zhaoy's solution](#)

704.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-05-05 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[zhaoy's solution](#)

705.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-04-26 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zhaoy's solution](#)

706.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zhaoy's solution](#)

707.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhaoy's solution](#)

708.

103575D

[Add and Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[zhaoy's solution](#)

709.

103492H

[Subpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[zhaoy's solution](#)

710.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[zhaoy's solution](#)

711.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[zhaoy's solution](#)