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Unique solved — zhenghanyun2

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

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Filters: none

Count: 475

1.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,984 global accepts · Rating: 800 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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2.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,239 global accepts · Rating: 800 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zhenghanyun2's solution](#)

3.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,510 global accepts · Rating: 800 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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4.

2188A

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

Quality: 25,910 global accepts · Rating: 800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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5.

2173A

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

Quality: 23,786 global accepts · Rating: 800 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[zhenghanyun2's solution](#)

6.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,444 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

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7.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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8.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,672 global accepts · Rating: 800 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[zhenghanyun2's solution](#)

9.

2164A

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Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

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10.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,650 global accepts · Rating: 800 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[zhenghanyun2's solution](#)

11.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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12.

2122A

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Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[zhenghanyun2's solution](#)

13.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zhenghanyun2's solution](#)

14.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 800 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[zhenghanyun2's solution](#)

15.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[zhenghanyun2's solution](#)

16.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

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17.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,576 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[zhenghanyun2's solution](#)

18.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,431 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zhenghanyun2's solution](#)

19.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[zhenghanyun2's solution](#)

20.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[zhenghanyun2's solution](#)

21.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[zhenghanyun2's solution](#)

22.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[zhenghanyun2's solution](#)

23.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[zhenghanyun2's solution](#)

24.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[zhenghanyun2's solution](#)

25.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[zhenghanyun2's solution](#)

26.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zhenghanyun2's solution](#)

27.

1948A

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

Quality: 30,995 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[zhenghanyun2's solution](#)

28.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[zhenghanyun2's solution](#)

29.

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[zhenghanyun2's solution](#)

30.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

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[zhenghanyun2's solution](#)

31.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[zhenghanyun2's solution](#)

32.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zhenghanyun2's solution](#)

33.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,421 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zhenghanyun2's solution](#)

34.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[zhenghanyun2's solution](#)

35.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 900 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zhenghanyun2's solution](#)

36.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[zhenghanyun2's solution](#)

37.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zhenghanyun2's solution](#)

38.

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[zhenghanyun2's solution](#)

39.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,018 global accepts · Rating: 1000 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zhenghanyun2's solution](#)

40.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[zhenghanyun2's solution](#)

41.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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42.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[zhenghanyun2's solution](#)

43.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[zhenghanyun2's solution](#)

44.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[zhenghanyun2's solution](#)

45.

1859B

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

Quality: 43,910 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[zhenghanyun2's solution](#)

46.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[zhenghanyun2's solution](#)

47.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1100 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[zhenghanyun2's solution](#)

48.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,133 global accepts · Rating: 1100 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[zhenghanyun2's solution](#)

49.

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[zhenghanyun2's solution](#)

50.

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[zhenghanyun2's solution](#)

51.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[zhenghanyun2's solution](#)

52.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[zhenghanyun2's solution](#)

53.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,617 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[zhenghanyun2's solution](#)

54.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[zhenghanyun2's solution](#)

55.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[zhenghanyun2's solution](#)

56.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[zhenghanyun2's solution](#)

57.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[zhenghanyun2's solution](#)

58.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zhenghanyun2's solution](#)

59.

2182C

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

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[zhenghanyun2's solution](#)

60.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[zhenghanyun2's solution](#)

61.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,309 global accepts · Rating: 1200 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[zhenghanyun2's solution](#)

62.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zhenghanyun2's solution](#)

63.

2056C

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

Quality: 19,438 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[zhenghanyun2's solution](#)

64.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[zhenghanyun2's solution](#)

65.

2046A

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

Quality: 16,813 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[zhenghanyun2's solution](#)

66.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[zhenghanyun2's solution](#)

67.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[zhenghanyun2's solution](#)

68.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[zhenghanyun2's solution](#)

69.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[zhenghanyun2's solution](#)

70.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[zhenghanyun2's solution](#)

71.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 1300 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[zhenghanyun2's solution](#)

72.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1300 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[zhenghanyun2's solution](#)

73.

2188C

[Restricted Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zhenghanyun2's solution](#)

74.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,722 global accepts · Rating: 1300 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zhenghanyun2's solution](#)

75.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,701 global accepts · Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[zhenghanyun2's solution](#)

76.

2127B

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

Quality: 13,495 global accepts · Rating: 1300 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[zhenghanyun2's solution](#)

77.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,306 global accepts · Rating: 1300 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[zhenghanyun2's solution](#)

78.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[zhenghanyun2's solution](#)

79.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[zhenghanyun2's solution](#)

80.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[zhenghanyun2's solution](#)

81.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,650 global accepts · Rating: 1400 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[zhenghanyun2's solution](#)

82.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[zhenghanyun2's solution](#)

83.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[zhenghanyun2's solution](#)

84.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[zhenghanyun2's solution](#)

85.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,831 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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86.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zhenghanyun2's solution](#)

87.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[zhenghanyun2's solution](#)

88.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[zhenghanyun2's solution](#)

89.

1929C

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

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[zhenghanyun2's solution](#)

90.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhenghanyun2's solution](#)

91.

2183D1

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

Quality: 8,856 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs

and similar, greedy, trees
[zhenghanyun2's solution](#)

92.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[zhenghanyun2's solution](#)

93.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[zhenghanyun2's solution](#)

94.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[zhenghanyun2's solution](#)

95.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zhenghanyun2's solution](#)

96.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zhenghanyun2's solution](#)

97.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[zhenghanyun2's solution](#)

98.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[zhenghanyun2's solution](#)

99.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[zhenghanyun2's solution](#)

100.

2182D

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

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[zhenghanyun2's solution](#)

101.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zhenghanyun2's solution](#)

102.

2084D

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

[zhenghanyun2's solution](#)

103.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[zhenghanyun2's solution](#)

104.

2046B

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

Quality: 10,869 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[zhenghanyun2's solution](#)

105.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[zhenghanyun2's solution](#)

106.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zhenghanyun2's solution](#)

107.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[zhenghanyun2's solution](#)

108.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[zhenghanyun2's solution](#)

109.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[zhenghanyun2's solution](#)

110.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[zhenghanyun2's solution](#)

111.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,607 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[zhenghanyun2's solution](#)

112.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[zhenghanyun2's solution](#)

113.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[zhenghanyun2's solution](#)

114.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[zhenghanyun2's solution](#)

115.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[zhenghanyun2's solution](#)

116.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[zhenghanyun2's solution](#)

117.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[zhenghanyun2's solution](#)

118.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 1800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[zhenghanyun2's solution](#)

119.

2208D1

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

Quality: 4,205 global accepts · Rating: 1800 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees
[zhenghanyun2's solution](#)

120.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,324 global accepts · Rating: 1800 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[zhenghanyun2's solution](#)

121.

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[zhenghanyun2's solution](#)

122.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[zhenghanyun2's solution](#)

123.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[zhenghanyun2's solution](#)

124.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[zhenghanyun2's solution](#)

125.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[zhenghanyun2's solution](#)

126.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, probabilities

[zhenghanyun2's solution](#)

127.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[zhenghanyun2's solution](#)

128.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[zhenghanyun2's solution](#)

129.

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[zhenghanyun2's solution](#)

130.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[zhenghanyun2's solution](#)

131.

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[zhenghanyun2's solution](#)

132.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[zhenghanyun2's solution](#)

133.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[zhenghanyun2's solution](#)

134.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[zhenghanyun2's solution](#)

135.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[zhenghanyun2's solution](#)

136.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[zhenghanyun2's solution](#)

137.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zhenghanyun2's solution](#)

138.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[zhenghanyun2's solution](#)

139.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zhenghanyun2's solution](#)

140.

2096D

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

Quality: 5,604 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[zhenghanyun2's solution](#)

141.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[zhenghanyun2's solution](#)

142.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[zhenghanyun2's solution](#)

143.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[zhenghanyun2's solution](#)

144.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[zhenghanyun2's solution](#)

145.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[zhenghanyun2's solution](#)

146.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[zhenghanyun2's solution](#)

147.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[zhenghanyun2's solution](#)

148.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhenghanyun2's solution](#)

149.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[zhenghanyun2's solution](#)

150.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[zhenghanyun2's solution](#)

151.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[zhenghanyun2's solution](#)

152.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[zhenghanyun2's solution](#)

153.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[zhenghanyun2's solution](#)

154.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[zhenghanyun2's solution](#)

155.

2208D2

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

Quality: 1,836 global accepts · Rating: 2200 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[zhenghanyun2's solution](#)

156.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 2200 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[zhenghanyun2's solution](#)

157.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[zhenghanyun2's solution](#)

158.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[zhenghanyun2's solution](#)

159.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[zhenghanyun2's solution](#)

160.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[zhenghanyun2's solution](#)

161.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
[zhenghanyun2's solution](#)

162.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[zhenghanyun2's solution](#)

163.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[zhenghanyun2's solution](#)

164.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[zhenghanyun2's solution](#)

165.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[zhenghanyun2's solution](#)

166.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhenghanyun2's solution](#)

167.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[zhenghanyun2's solution](#)

168.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[zhenghanyun2's solution](#)

169.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[zhenghanyun2's solution](#)

170.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zhenghanyun2's solution](#)

171.

2188E

[Jerry and Tom](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[zhenghanyun2's solution](#)

172.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[zhenghanyun2's solution](#)

173.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[zhenghanyun2's solution](#)

174.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[zhenghanyun2's solution](#)

175.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[zhenghanyun2's solution](#)

176.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[zhenghanyun2's solution](#)

177.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[zhenghanyun2's solution](#)

178.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[zhenghanyun2's solution](#)

179.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zhenghanyun2's solution](#)

180.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[zhenghanyun2's solution](#)

181.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[zhenghanyun2's solution](#)

182.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[zhenghanyun2's solution](#)

183.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[zhenghanyun2's solution](#)

184.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

[zhenghanyun2's solution](#)

185.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[zhenghanyun2's solution](#)

186.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[zhenghanyun2's solution](#)

187.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[zhenghanyun2's solution](#)

188.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[zhenghanyun2's solution](#)

189.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[zhenghanyun2's solution](#)

190.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[zhenghanyun2's solution](#)

191.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[zhenghanyun2's solution](#)

192.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-10-13 · last AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zhenghanyun2's solution](#)

193.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[zhenghanyun2's solution](#)

194.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[zhenghanyun2's solution](#)

195.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[zhenghanyun2's solution](#)

196.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[zhenghanyun2's solution](#)

197.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[zhenghanyun2's solution](#)

198.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[zhenghanyun2's solution](#)

199.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[zhenghanyun2's solution](#)

200.

2084E

[Blossom](#) · [Tutorial](#)

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

dp, implementation, math, two pointers

[zhenghanyun2's solution](#)

201.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[zhenghanyun2's solution](#)

202.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[zhenghanyun2's solution](#)

203.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[zhenghanyun2's solution](#)

204.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[zhenghanyun2's solution](#)

205.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings

[zhenghanyun2's solution](#)

206.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[zhenghanyun2's solution](#)

207.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhenghanyun2's solution](#)

208.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[zhenghanyun2's solution](#)

209.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[zhenghanyun2's solution](#)

210.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[zhenghanyun2's solution](#)

211.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[zhenghanyun2's solution](#)

212.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[zhenghanyun2's solution](#)

213.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[zhenghanyun2's solution](#)

214.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, two pointers

[zhenghanyun2's solution](#)

215.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[zhenghanyun2's solution](#)

216.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[zhenghanyun2's solution](#)

217.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[zhenghanyun2's solution](#)

218.

1886E

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

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[zhenghanyun2's solution](#)

219.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[zhenghanyun2's solution](#)

220.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[zhenghanyun2's solution](#)

221.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[zhenghanyun2's solution](#)

222.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[zhenghanyun2's solution](#)

223.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[zhenghanyun2's solution](#)

224.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhenghanyun2's solution](#)

225.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[zhenghanyun2's solution](#)

226.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft, math

[zhenghanyun2's solution](#)

227.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[zhenghanyun2's solution](#)

228.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[zhenghanyun2's solution](#)

229.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-11-20 · last AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[zhenghanyun2's solution](#)

230.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[zhenghanyun2's solution](#)

231.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
[zhenghanyun2's solution](#)

232.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[zhenghanyun2's solution](#)

233.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[zhenghanyun2's solution](#)

234.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[zhenghanyun2's solution](#)

235.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy
[zhenghanyun2's solution](#)

236.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[zhenghanyun2's solution](#)

237.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[zhenghanyun2's solution](#)

238.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[zhenghanyun2's solution](#)

239.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[zhenghanyun2's solution](#)

240.

979E

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

Quality: 908 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[zhenghanyun2's solution](#)

241.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[zhenghanyun2's solution](#)

242.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[zhenghanyun2's solution](#)

243.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[zhenghanyun2's solution](#)

244.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[zhenghanyun2's solution](#)

245.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zhenghanyun2's solution](#)

246.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[zhenghanyun2's solution](#)

247.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[zhenghanyun2's solution](#)

248.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[zhenghanyun2's solution](#)

249.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[zhenghanyun2's solution](#)

250.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, sortings

[zhenghanyun2's solution](#)

251.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[zhenghanyun2's solution](#)

252.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[zhenghanyun2's solution](#)

253.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[zhenghanyun2's solution](#)

254.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[zhenghanyun2's solution](#)

255.

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[zhenghanyun2's solution](#)

256.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[zhenghanyun2's solution](#)

257.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[zhenghanyun2's solution](#)

258.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[zhenghanyun2's solution](#)

259.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[zhenghanyun2's solution](#)

260.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[zhenghanyun2's solution](#)

261.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[zhenghanyun2's solution](#)

262.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[zhenghanyun2's solution](#)

263.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[zhenghanyun2's solution](#)

264.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[zhenghanyun2's solution](#)

265.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[zhenghanyun2's solution](#)

266.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[zhenghanyun2's solution](#)

267.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[zhenghanyun2's solution](#)

268.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, two pointers

[zhenghanyun2's solution](#)

269.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[zhenghanyun2's solution](#)

270.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2024-12-14 · last AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[zhenghanyun2's solution](#)

271.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2024-12-14 · last AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[zhenghanyun2's solution](#)

272.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[zhenghanyun2's solution](#)

273.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2024-12-14 · last AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft

[zhenghanyun2's solution](#)

274.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu

[zhenghanyun2's solution](#)

275.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[zhenghanyun2's solution](#)

276.

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, implementation

[zhenghanyun2's solution](#)

277.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[zhenghanyun2's solution](#)

278.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[zhenghanyun2's solution](#)

279.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[zhenghanyun2's solution](#)

280.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[zhenghanyun2's solution](#)

281.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[zhenghanyun2's solution](#)

282.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[zhenghanyun2's solution](#)

283.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, sortings, two pointers

[zhenghanyun2's solution](#)

284.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[zhenghanyun2's solution](#)

285.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[zhenghanyun2's solution](#)

286.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[zhenghanyun2's solution](#)

287.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[zhenghanyun2's solution](#)

288.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[zhenghanyun2's solution](#)

289.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[zhenghanyun2's solution](#)

290.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[zhenghanyun2's solution](#)

291.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[zhenghanyun2's solution](#)

292.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhenghanyun2's solution](#)

293.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[zhenghanyun2's solution](#)

294.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, number theory

[zhenghanyun2's solution](#)

295.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[zhenghanyun2's solution](#)

296.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[zhenghanyun2's solution](#)

297.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zhenghanyun2's solution](#)

298.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[zhenghanyun2's solution](#)

299.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[zhenghanyun2's solution](#)

300.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math

[zhenghanyun2's solution](#)

301.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[zhenghanyun2's solution](#)

302.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[zhenghanyun2's solution](#)

303.

2188F

[Cool Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[zhenghanyun2's solution](#)

304.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[zhenghanyun2's solution](#)

305.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zhenghanyun2's solution](#)

306.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[zhenghanyun2's solution](#)

307.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[zhenghanyun2's solution](#)

308.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[zhenghanyun2's solution](#)

309.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games
[zhenghanyun2's solution](#)

310.

2081D

[MST in Modulo Graph · Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees
[zhenghanyun2's solution](#)

311.

1391E

[Pairs of Pairs · Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[zhenghanyun2's solution](#)

312.

1613F

[Tree Coloring · Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft
[zhenghanyun2's solution](#)

313.

1740F

[Conditional Mix · Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[zhenghanyun2's solution](#)

314.

1793F

[Rebreeding · Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[zhenghanyun2's solution](#)

315.

1368F

[Lamps on a Circle · Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, implementation, interactive, math
[zhenghanyun2's solution](#)

316.

1373G

[Pawns · Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy
[zhenghanyun2's solution](#)

317.

1257G

[Divisor Set · Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory
[zhenghanyun2's solution](#)

318.

1503D

[Flip the Cards · Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[zhenghanyun2's solution](#)

319.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[zhenghanyun2's solution](#)

320.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[zhenghanyun2's solution](#)

321.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[zhenghanyun2's solution](#)

322.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, trees

[zhenghanyun2's solution](#)

323.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[zhenghanyun2's solution](#)

324.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft

[zhenghanyun2's solution](#)

325.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[zhenghanyun2's solution](#)

326.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities

[zhenghanyun2's solution](#)

327.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[zhenghanyun2's solution](#)

328.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy,

strings

[zhenghanyun2's solution](#)

329.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhenghanyun2's solution](#)

330.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zhenghanyun2's solution](#)

331.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[zhenghanyun2's solution](#)

332.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, probabilities, trees

[zhenghanyun2's solution](#)

333.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[zhenghanyun2's solution](#)

334.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[zhenghanyun2's solution](#)

335.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[zhenghanyun2's solution](#)

336.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[zhenghanyun2's solution](#)

337.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[zhenghanyun2's solution](#)

338.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[zhenghanyun2's solution](#)

339.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[zhenghanyun2's solution](#)

340.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[zhenghanyun2's solution](#)

341.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2600 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[zhenghanyun2's solution](#)

342.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[zhenghanyun2's solution](#)

343.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[zhenghanyun2's solution](#)

344.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[zhenghanyun2's solution](#)

345.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[zhenghanyun2's solution](#)

346.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[zhenghanyun2's solution](#)

347.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[zhenghanyun2's solution](#)

348.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[zhenghanyun2's solution](#)

349.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[zhenghanyun2's solution](#)

350.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[zhenghanyun2's solution](#)

351.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[zhenghanyun2's solution](#)

352.

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[zhenghanyun2's solution](#)

353.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, probabilities

[zhenghanyun2's solution](#)

354.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, interactive, math

[zhenghanyun2's solution](#)

355.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhenghanyun2's solution](#)

356.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[zhenghanyun2's solution](#)

357.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, two pointers

[zhenghanyun2's solution](#)

358.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[zhenghanyun2's solution](#)

359.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[zhenghanyun2's solution](#)

360.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[zhenghanyun2's solution](#)

361.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, trees

[zhenghanyun2's solution](#)

362.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[zhenghanyun2's solution](#)

363.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[zhenghanyun2's solution](#)

364.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[zhenghanyun2's solution](#)

365.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[zhenghanyun2's solution](#)

366.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[zhenghanyun2's solution](#)

367.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[zhenghanyun2's solution](#)

368.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[zhenghanyun2's solution](#)

369.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhenghanyun2's solution](#)

370.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, hashing, string suffix structures

[zhenghanyun2's solution](#)

371.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[zhenghanyun2's solution](#)

372.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[zhenghanyun2's solution](#)

373.

1916H2

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

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[zhenghanyun2's solution](#)

374.

1916H1

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

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[zhenghanyun2's solution](#)

375.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[zhenghanyun2's solution](#)

376.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[zhenghanyun2's solution](#)

377.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[zhenghanyun2's solution](#)

378.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, number theory
[zhenghanyun2's solution](#)

379.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[zhenghanyun2's solution](#)

380.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[zhenghanyun2's solution](#)

381.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation

[zhenghanyun2's solution](#)

382.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[zhenghanyun2's solution](#)

383.

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive

[zhenghanyun2's solution](#)

384.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[zhenghanyun2's solution](#)

385.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[zhenghanyun2's solution](#)

386.

2025F

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

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[zhenghanyun2's solution](#)

387.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[zhenghanyun2's solution](#)

388.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math
[zhenghanyun2's solution](#)

389.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
[zhenghanyun2's solution](#)

390.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy
[zhenghanyun2's solution](#)

391.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures
[zhenghanyun2's solution](#)

392.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[zhenghanyun2's solution](#)

393.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[zhenghanyun2's solution](#)

394.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math
[zhenghanyun2's solution](#)

395.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[zhenghanyun2's solution](#)

396.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[zhenghanyun2's solution](#)

397.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math
[zhenghanyun2's solution](#)

398.

2150E2

[Hidden Single \(Version 2\) · Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[zhenghanyun2's solution](#)

399.

2068E

[Porto Vs. Benfica · Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[zhenghanyun2's solution](#)

400.

1609F

[Interesting Sections · Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[zhenghanyun2's solution](#)

401.

1685D1

[Permutation Weight \(Easy Version\) · Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[zhenghanyun2's solution](#)

402.

2174F

[Mosaic Tree · Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[zhenghanyun2's solution](#)

403.

1773G

[Game of Questions · Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[zhenghanyun2's solution](#)

404.

850E

[Random Elections · Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[zhenghanyun2's solution](#)

405.

1633F

[Perfect Matching · Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[zhenghanyun2's solution](#)

406.

1039D

[You Are Given a Tree · Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2025-02-24 · last AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[zhenghanyun2's solution](#)

407.

1697F

[Too Many Constraints · Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[zhenghanyun2's solution](#)

408.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[zhenghanyun2's solution](#)

409.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[zhenghanyun2's solution](#)

410.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, shortest paths

[zhenghanyun2's solution](#)

411.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[zhenghanyun2's solution](#)

412.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[zhenghanyun2's solution](#)

413.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[zhenghanyun2's solution](#)

414.

1654F

[Minimal String XORation](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[zhenghanyun2's solution](#)

415.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhenghanyun2's solution](#)

416.

1455F

[String and Operations](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2800 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[zhenghanyun2's solution](#)

417.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number

theory

[zhenghanyun2's solution](#)

418.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[zhenghanyun2's solution](#)

419.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, games, math

[zhenghanyun2's solution](#)

420.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[zhenghanyun2's solution](#)

421.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[zhenghanyun2's solution](#)

422.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[zhenghanyun2's solution](#)

423.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[zhenghanyun2's solution](#)

424.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[zhenghanyun2's solution](#)

425.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2025-11-04 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices

[zhenghanyun2's solution](#)

426.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2025-11-04 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[zhenghanyun2's solution](#)

427.

2030G1

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

Quality: 261 global accepts · Rating: 2900 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[zhenghanyun2's solution](#)

428.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[zhenghanyun2's solution](#)

429.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[zhenghanyun2's solution](#)

430.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[zhenghanyun2's solution](#)

431.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, number theory
[zhenghanyun2's solution](#)

432.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory
[zhenghanyun2's solution](#)

433.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, number theory
[zhenghanyun2's solution](#)

434.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees
[zhenghanyun2's solution](#)

435.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · last AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
[zhenghanyun2's solution](#)

436.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, two pointers
[zhenghanyun2's solution](#)

437.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2026-04-28 · last AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[zhenghanyun2's solution](#)

438.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[zhenghanyun2's solution](#)

439.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[zhenghanyun2's solution](#)

440.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[zhenghanyun2's solution](#)

441.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[zhenghanyun2's solution](#)

442.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[zhenghanyun2's solution](#)

443.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[zhenghanyun2's solution](#)

444.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy

[zhenghanyun2's solution](#)

445.

720C

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446.

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447.

1119H

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448.

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1784F

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450.

1874F

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451.

1336E2

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452.

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453.

2061I

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454.

2006F

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455.

2223C

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456.

2223B

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457.

2223A

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458.

2222F

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Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · last AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
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459.

2222E

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460.

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461.

2222C

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462.

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463.

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464.

2225F

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465.

2225D

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Quality: 6,623 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math
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466.

2225C

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Quality: 11,355 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[zhenghanyun2's solution](#)

467.

2225B

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Quality: 14,160 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[zhenghanyun2's solution](#)

468.

2225A

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Quality: 17,703 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[zhenghanyun2's solution](#)

469.

2219D

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Quality: 429 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees
[zhenghanyun2's solution](#)

470.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[zhenghanyun2's solution](#)

471.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[zhenghanyun2's solution](#)

472.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,607 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[zhenghanyun2's solution](#)

473.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,997 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
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474.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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475.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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